

Memory Game (Kudos VS Slasher)

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Introduction

Me

- Computer Science at University
- Enjoy programming

Project

- Memory Game
- Repeating a sequence

Game Logic -1

Generating Random Sequence

```
//function that will generate the required sequence for player 1
function sequenceGen(seq) {

    var currentColourID=0;
    random=(Math.round(Math.random()*3) + 1)-1
    currentColour = $colours[random];
    audios[random].play()
    currentColourID=currentColour.attr("id");
    currentColour.css("background-color",colours[random]);
    seq.push(currentColourID);

}
```

Game Logic -2

Comparing Arrays

```
//function that compares both sequences depending on who's turn it was
function compareSeq(){
    if(turn % 2 === 0){
        for(var i =0; i<sequenceP1.length;i++){
            if(sequenceP1[i] === requiredSequenceP1[i]){
                score1++;
                $score1.html(score1);
            }else {
                $("#gameCanvas").css("display","none");
                $("#g0").html("GAME OVER!!!")
                $("#winner").html("Slasher-----" + score2 + " sequences repateated correctly");
                $("#loser").html("Kudos-----" + score1 + " sequences repateated correctly");
                $("#endResult").html("Player 2 Wins!!! \n Slasher kills Kudos. He avenges his parents. Will he ever find out");
                turnOffButtons();
                clearInterval(keepComp);
                $start.off("click");
                $($start.remove())
                play=false;
                removeCircles();
                break;
            }
        }
    } else {
```

Challenges

- Looping the Game without submission
- Scope creeping
- Merge Conflict caused by lack of commits

Q & A