# VueJS – Memory Card Game

Time to practice **everything** you have learned so far. The Vue instance, templates, data binding, directives, class/style bindings, events, methods, computed properties and watchers.

You are provided with an **HTML & CSS skeleton** and also **6 images** which are the most famous JavaScript frameworks. Explore the given resources.

Your task is to create a memory card game that chooses **equal card pairs** from a deck of 12 cards. Each time you click on card the **CSS class "flip"** is applied to the element and the card flips. If you choose 2 wrong cards you must **"unflip"** them and try again. If you choose **two equal cards** they stay flipped and also apply the **"disable-card" CSS class** to that element which blocks all events for that card. The game **finishes** when **all cards are disabled** and if that happens show a **confirm dialog** and let the player choose if he wants to start a new game.

The game should always **randomize the cards** on initialization (find an algorithm online which randomizes an **array**). There is also a **counter** which starts from **60** and counts down towards **zero**. When the counter reaches zero you should display a **confirm dialog** and let the **player choose** if he wants to start a new game.

*Try to implement the game yourself. You can download the solution from the SoftUni course page to compare your code with the provided one.*





