Memzy™

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Overview

Memzy™ is memory game in which the user will be presented with a 4x4 grid, totalling 12 grid tiles. There will be 6 pairs of symbols/icons dotted around the grid, presented to the user for approx 5 seconds before hiding behind their respective tile. The objective is to use your memory to pull out the 6 pairs - incorrectly turning over the wrong tiles will deduct 1 of your 3 lives.

Goals

To create a visually attractive and mentally challenging memory game. Deploying a 'less is more' design philosophy with DRY code that is well pseudocoded.

Languages

The games' face will be built in HTML, the games' brain will be built in Javascript (re jquery) and the the games' styling and identity will be build in CSS.

Assets

Assets will be created in Photoshop & illustrator.

Milestones

I.   Frontier

Create MVP with basic grid & basic symbols. Allowing the user to flip tiles for 'matches' and have said 'matches' be disabled from future clicks. NB - MVP will not have the following functions;

- Scoreboard
- Lives
- Difficulty levels
- Timer
- Rich css styling

II.   Homestead

Implement a **'Lives'** system. IE a system that will track the players' failed attempts to find a 'match' and log it in a predefined position.

III.   Metropolis

Implement a **'Difficulty'** system. Yet to be defined; first thoughts would be to expand the grid by 1 on both y and x axis, making a 5x5 grid (25 tiles total).

IV.   Serenity

Implement a **'Timer'.** This would allow our expanding player base to challenge each other's times and see who has the best Memzy™

V.   Flourish

Implement rich CSS styling with a trendy color palette and a smart 'less is more', tidy design. This is a 'loose milestone' that may be deployed twice: Once after **Frontier** milestone and once after **Serenity** milestone.