Memory Game pt2 vanilla javascript

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## Overview of Implementation

The implementation I chose to build Memory Game used divs and img elements for the first to layers. The div element held the img element which had either the picture of a letter for layer1 and the picture of the images for layer2. The divs simply held the img elements in place and served no purpose hiding the images. The specs were to listen both for click events and keyboard events as 1 function. The implementation appends 1 card in array at a time and once there are 2 cards they are compared to one another based on their image contents. Each card once flipped is assigned the value flipped and the first layer is hidden. If they do not match flipped is removed and if they do match they are assigned paired. If a match is found a counter is incremented by 2 and checks if the counter equals 16 before moving to next level. The end and new game buttons do as they say, end game resets current game tiles back to hidden without reshuffling the hidden images underneath or changing layer3 covered image. New game re shuffles layer2 images but does not change layer3 either.

## Known Issues or Areas to Improve

[brief description of any bugs or problems you have observed, or what you could improve if you had more time]

Known issues was the cross browser support code necessary to implement. The javascript was fairly easy to code the known issues were the css that met all the specs for the project. The css is very tricky and very hard to debug. I think other issues were the learning curve of javascript and how it works with html and css objects. Areas to improve would be a score for the user to finish in least amount of times. Increase grid size to user. Different themes for each level not just final image at the back. Better logic to check could be implemented will be interesting to see other students solutions.