Memory Logos

When Monsters Becoming Logos

Your challenge is to create a responsive memory-cards game that works well and is fun to play on both **desktop** and **mobile**.

Use the mobile-first strategy to plan your UI, keep in mind that we would like it to look good also on desktop

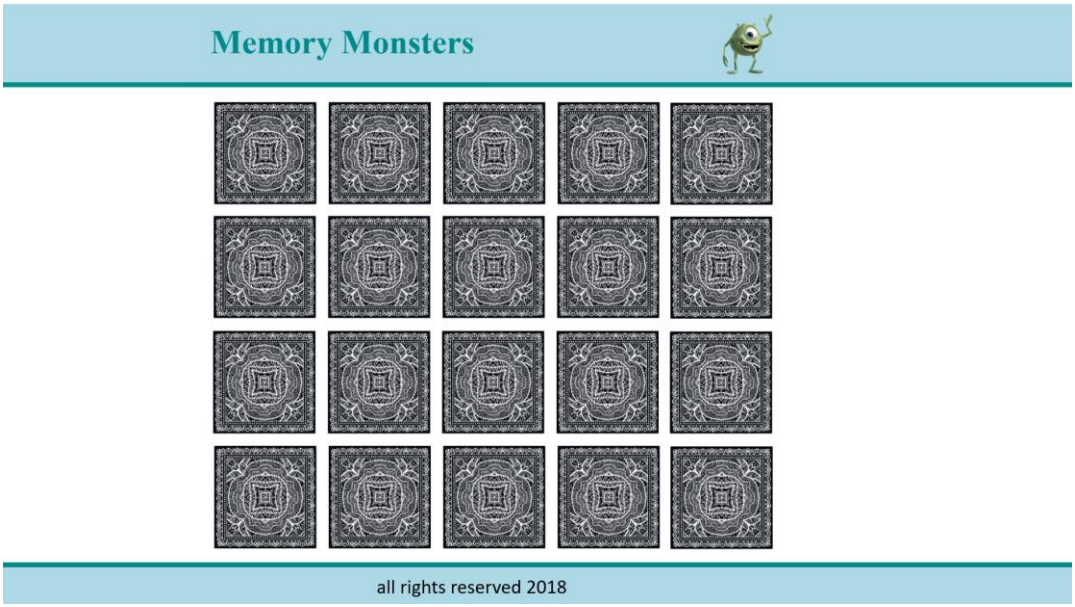
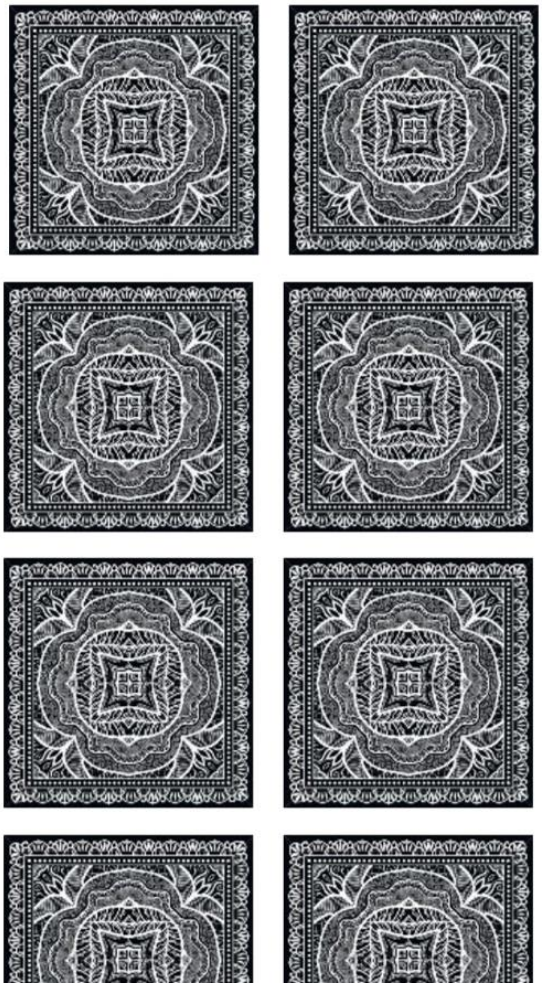
Use the Seed project provided, change it to work with flexboxes.

Note: You should show the name of the company/technology along with the image, something like this

then blend in more flexbox components from the samples.

In case you completed, do phase2 and then phase3:

PHASE2: Add header and footer



PHASE3: Make it be with 2 “columns” of cards at mobile