Starship Troopers Game Plan

Create a tie-in game for the Starship Troopers 20th Anniversary release.

Objective
- The memory game: a basic matching game to test the player's memory. In a deck of paired cards on the screen, the player need to click to flip the cards over one at a time and try to pair them with their matching card. When all pairs are found, the player wins.

Rules
- Starship Troopers themed memory game
- When new game is loaded, the screen shows the rules and a play button that starts the game
- 4 by 4 grid of SVG cards (8 different cards, 16 total cards) that the user can click on one by one using the mouse
    - Will possibly add difficulty options which change the amount of cards
- When a card is clicked on, it flips over to reveal an image related to the Starship Troopers movie
- The player can then click on one more card to flip (with flipping animation)
- If the cards match, they stay flipped and the player gets a point, then continues the game
- If the cards don't match they both flip back to the non-image side and the user continues the game
- Once all the cards are matched, the screen says "You Win" and provides a Play Again button that resets the game and shuffles the cards
- Will possibly add a time limit for the user to find all the matches, and if not they lose

Screen
- Start Screen (when game is loaded up, or reset)
    - Dark grey, semi-transparent background
    - White text
    - Starship Troopers Logo
    - Game instructions
    - Play button to start game
- In-Game Screen
    - Simple background
    - 4 rows of 4 square cards (possibly changed to larger or smaller amounts with a difficulty setting)
    - Score, reset button, and possible timer at the top of the screen
    - Cards flip over when clicked to reveal a Starship Troopers icon
- Game Over Screen
    - Dark grey, semi-transparent background
    - White text
    - "You Win" ("You Lose" if a timer is added)
    - Play again button to reset the game

What we need game to do
- Cards need to be shuffled when the game is restarts
- Game needs to know when cards are matched and unmatched
- If a timer is used, timer starts once player starts and stops when the last match is found
- Reset the timer when the game is restarted → show seconds and minutes

What JavaScript does based off what game needs to do
- Array to keep track of what is on each card and their positions
- Event listener on the cards to see when the user clicks on them
- Function to flip the cards when they are clicked on
- Function to see if the cards match or not
- If statement: if the cards match, keep them flipped and add 1 to score
    - Else: flip them back over
- Variable to keep track of the score
- Function to reset the game and shuffle the cards → shuffle array