

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.
- Starship Troopers version: using the ships control board, match all the icon pairs to guide the Rodger Young through battle! Red cards mean no match, green cards mean you found a match. Score should reach 16.

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
- When a card is clicked on, it flips over to reveal an icon 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 turn green and the player gets two points, then continues
- 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

Screen

- Start Screen (when game is loaded up, or reset)
 - Dark grey, semi-transparent background
 - White text
 - Starship Troopers Logo
 - Game instructions and story
 - Play button to start game
- In-Game Screen
 - Space background
 - 4 rows of 4 square cards
 - Score displayed at the top of the screen
 - Red cards flip over when clicked to reveal a Starship Troopers icon
 - When matched, cards turn green
- Game Over Screen
 - Dark grey, semi-transparent background
 - White text
 - "You Win"
 - Play again button to reset the game

What we need game to do

- Cards need to be shuffled when the game restarts
- Game needs to know when cards are matched and when they are not
- Keep track of score and display on screen
- Only let user select one card at a time, and reset selection after two

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, turn green and add 2 to score
 - Else: flip them back over and reset selection
- Variable to keep track of the score
- Function to reset the game and shuffle the cards