'Concentration' Pseudocode

1. Define required constants:
   1.1. Define the pairs in the deck of cards in an array. 30-50 cards (15-25 pairs) in total depending on board size and display appearance
2. Define required variables used to track the state of the game
   2.1. Board variable to keep track of which card has been clicked
   2.2. Score variable to keep track of pairs the user has found
   2.3. Flipped card variable to return a boolean to check if the card was selected or not
   2.4. The first card and second card variables selected
   2.5. Time variable
3. Store elements on the page that will be accessed in code more than once
   3.1. Board tiles
4. Initialize state variables to null, cards are "faced down", call reset function to reset the board, set time to null
5. Render the board, call the shuffle function to shuffle the cards, and use a random algorithm to place cards in random board tiles. Wait for the user to click a board tile
6. Game Handlers
   6.1. When a card is clicked, an event listener will call a cardHandler function that will update the first card from null to card selected
   6.2. The same will happen when the second card is clicked
   6.3. In the cardHandler function when both firstCard and secondCard status are updated, cardCompare function will be called to compare the two values
   6.4. In the cardCompare function,
      6.4.1. If firstCard === secondCard then call removeCard function else call flipCard function
   6.5. removeCard function
      6.5.1. This function will remove the value from the array and clear off the tile space
   6.6. flipCard function
      6.6.1. secondCard value becomes firstCard value and secondCard goes back to null until another selection has been made
   6.7. Reset Function
      6.7.1. Set variable to null and set the board to null
   Z index for pop up dialog