



Hardcore Memory Game

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Elevator Pitch

AS a hardcore gamer who fears memory loss,

I WANT to play a memory card matching game

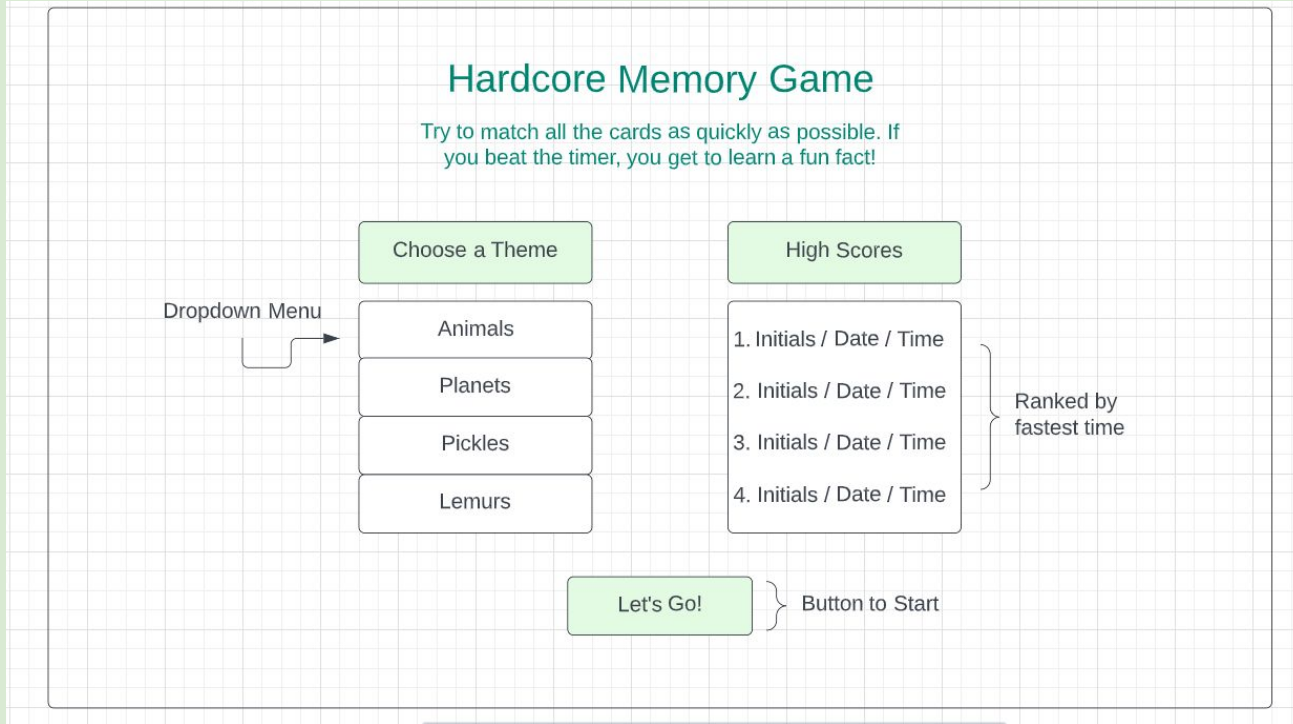
SO THAT I may reduce the effects of potential dementia.

Concept

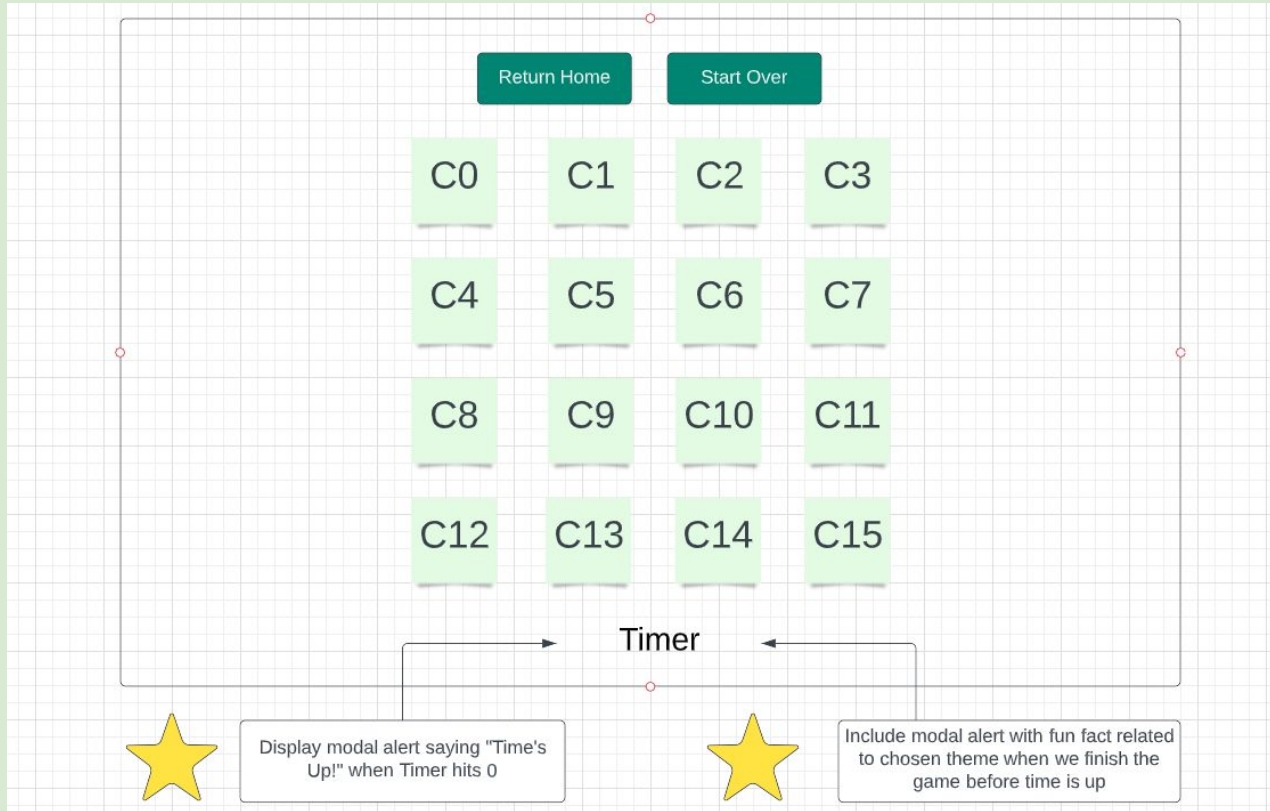
Description: We created a card game where the user aims to flip and find the matching cards in as short of time as possible. When all the cards have been matched, a randomly selected animal fact is displayed and the user is able to enter their initials to track their progress on the high scoreboard.

Motivation for development: Learn more about animals and improve our memory!

Wire Frame: Home Page



Wire Frame: Game Page



Technologies Used

- APIs used: <https://api-ninjas.com/api/animals>
 - used for creating animal fun fact
- <https://www.flickr.com/services/api/>
 - used to pull pics of animals for cards
- <https://day.js.org/>
 - used to track how long the game is played and store user's time
- Framework: <https://primer.style/>

Tracking Tasks with Kanban

Team Project One

View 1 + New view

Filter by keyword or by field

No Status 3

- team-project-one #6
Project Day 1 Notes & Ideas
- team-project-one #4
Resources for APIs
- team-project-one #17
Project Day 2 Notes & Ideas

+ Add item

Extra Nice-To-Have Features 4

- team-project-one #25
Add multiple themes to choose from
- team-project-one #26
Add more cards than 8 and randomize what is displayed each time someone plays
- team-project-one #11
Flowchart Diagram of Project
- team-project-one #43
Flip card animation

+ Add item

Todo 11

- timer for length to complete the game saved to storage
- team-project-one #39
Fix function to flip cards
- team-project-one #38
Fix function to make matched cards disappear
- team-project-one #37
fix button alignment
- team-project-one #14
date completed with initials saved to storage
- team-project-one #34
work on js for flipped cards
- team-project-one #42
Presentation
- team-project-one #44
Create function to create 3-5 sentences for a randomly chosen animal from script array

+ Add item

In Progress 7

- team-project-one #7
User story & acceptance criteria
- team-project-one #15
README.md
- team-project-one #9
Icon API to randomize the theme of images
- team-project-one #10
API to pull in random fact of same theme chosen for matching images
- team-project-one #33
local storage for high score and initials
- team-project-one #35
create function to concatenate sentence for the trivia
- team-project-one #36
update modal alert upon all cards flipped; can use a simple listener until js for flipped cards is fully written

+ Add item

Done 8

- team-project-one #1
Choose Themes for Game
- team-project-one #16
Create Feature Branches
- team-project-one #2
Choose what type of project we will create
- team-project-one #18
Create Dev Branch
- team-project-one #20
Create initial HTML
- team-project-one #21
Create initial CSS file
- team-project-one #22
Choose CSS Framework
- team-project-one #8
wireframe or sketch of design

+ Add item

Breakdown of Tasks

- Challenges
- Successes

Theresa	Jennifer	Rebecca	Julianne
<ul style="list-style-type: none">● High Score modal box	<ul style="list-style-type: none">● Cards in Javascript● Pulling the Flickr API● Set up Kanban	<ul style="list-style-type: none">● Trivia modal javascript● Created README● Worked on HTML structure● Day.js timer	<ul style="list-style-type: none">● Created repo● Wireframe● CSS elements from Primer Framework

Demo pt. 1 - Start Game

Repository: <https://github.com/juliaguas17/hardcore-memory-game>

Deployed Link: <https://juliaguas17.github.io/hardcore-memory-game/>

Ex of index.html - show pressing “Start Game” and initial matching

Demo pt. 2 - End Game

Ex. of game.html - gif showing last 2 cards ready to flip, then displays modal and form to enter initials

Directions for Future Development

What improvements can we make to the game?

- Making the game two-player
- Figure out how to narrow down our Flickr image search
- Add different themes to the game
- Allow the user to select the number of cards in the game

Questions?