Self-graded Assignment 3 Checklist

Student Name: Justin Yu
Student Set: 1D

Criteria
========
/10 marks
[x] Pokemon cards are randomized in each game.

/2 marks
[x] Cards flip when clicked.
[x] If the user clicks on the same card twice, do nothing.
[x] If the user clicks on a card that is already matched, do nothing.
[x] If the user clicks on a card while two cards are already flipped, do nothing.

/7 marks
[x] Winning Event is implemented. If the user clicks on all the cards, display a winning message.
[x] Header is showing the number of clicks the user has made, and the number of pairs left, number of pairs matched, total number of pairs, and game timer.
[x] Start and Reset buttons are added to the game.
[x] Difficulty levels are added to the game.
[x] Themes are added to the game.
[x] Power-up logic is added to the game.

/10 marks
[x] The website has an appealing, professional and consistent look.

Total Grade:
 70/70 (Total grade out of 70, first item is 10 marks, 2 marks each for next 4 items, 7 marks each for next 6 items and 10 marks for last item)

*Note items are considered *fully* complete (marked with an x inside the box: [x]), OR incomplete (box is left empty: [ ])