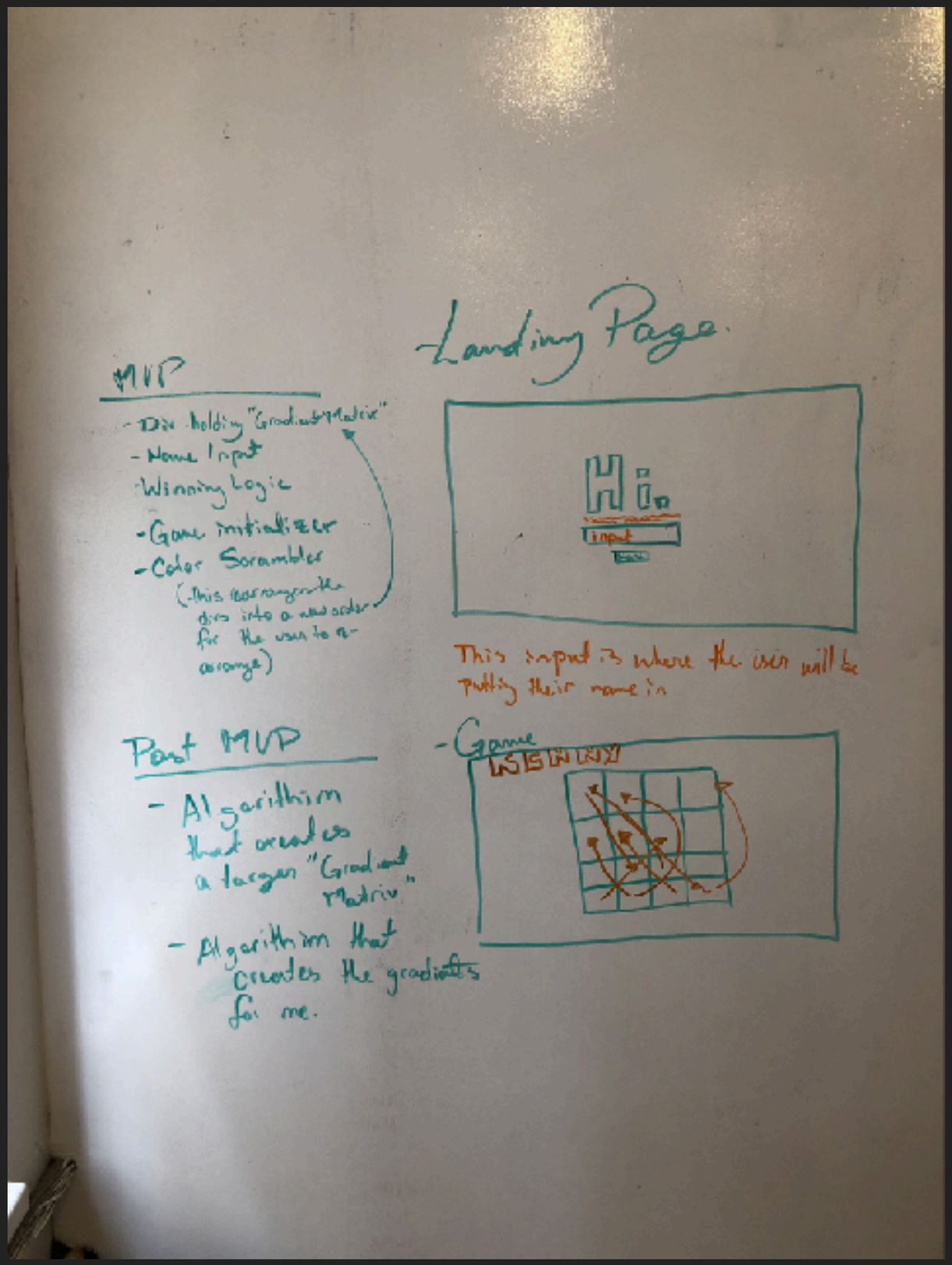
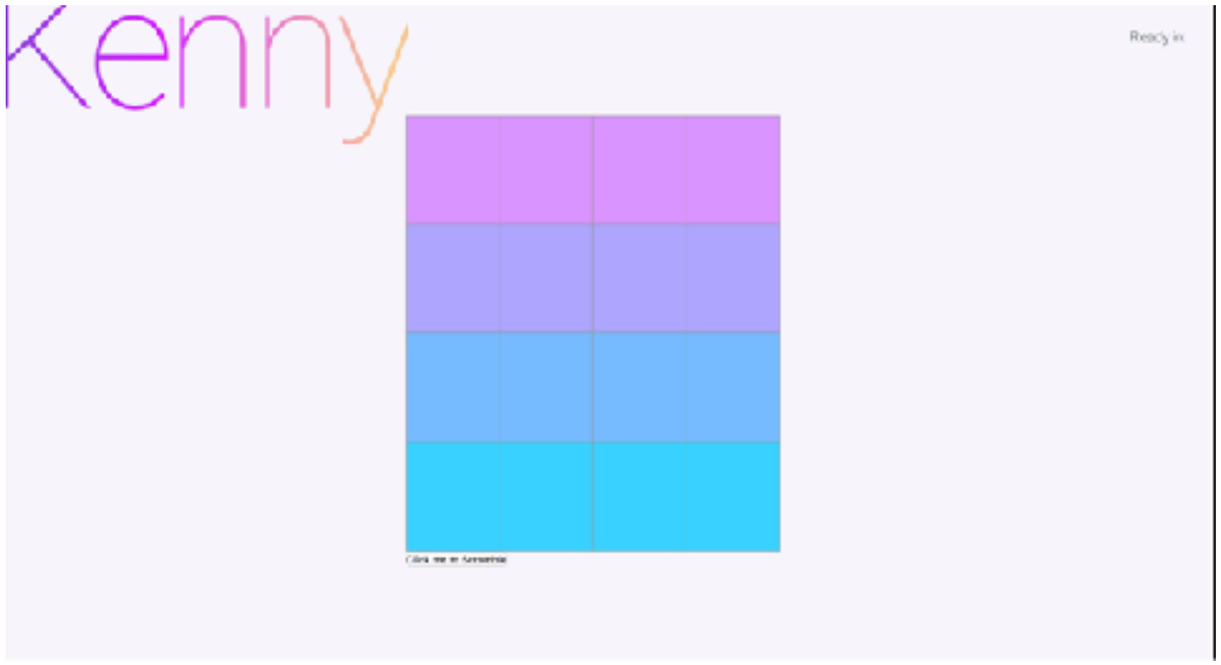
I LOVE HUE

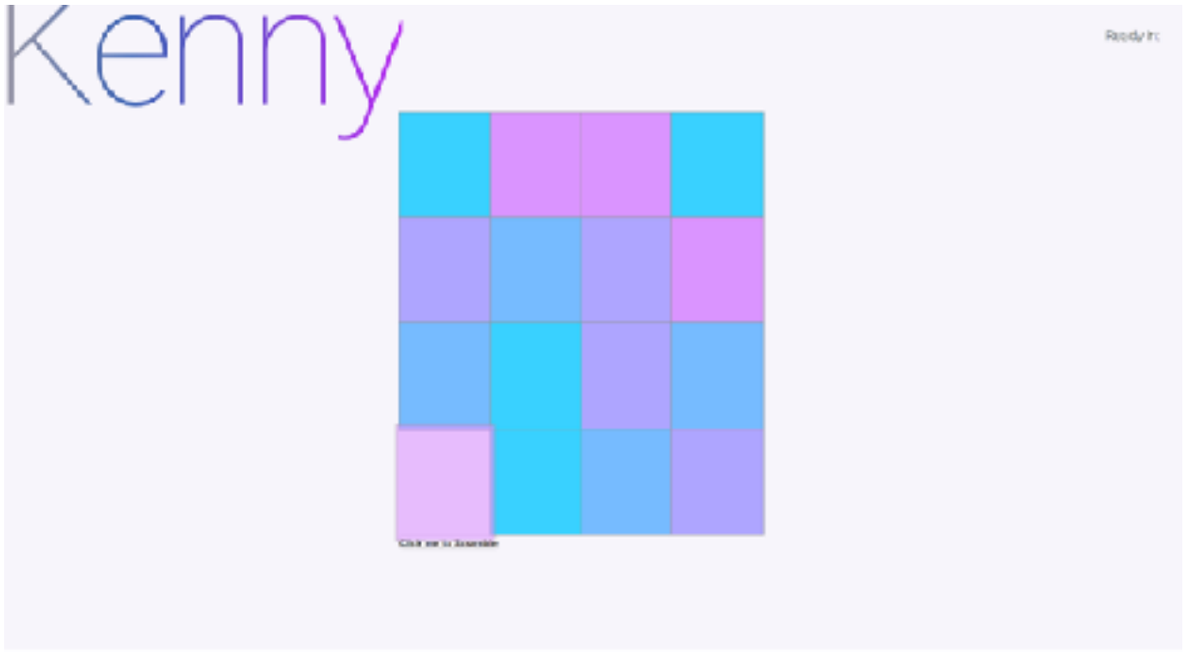
https://www.youtube.com/watch?time_continue=1&v=wNcLCeLsiT0

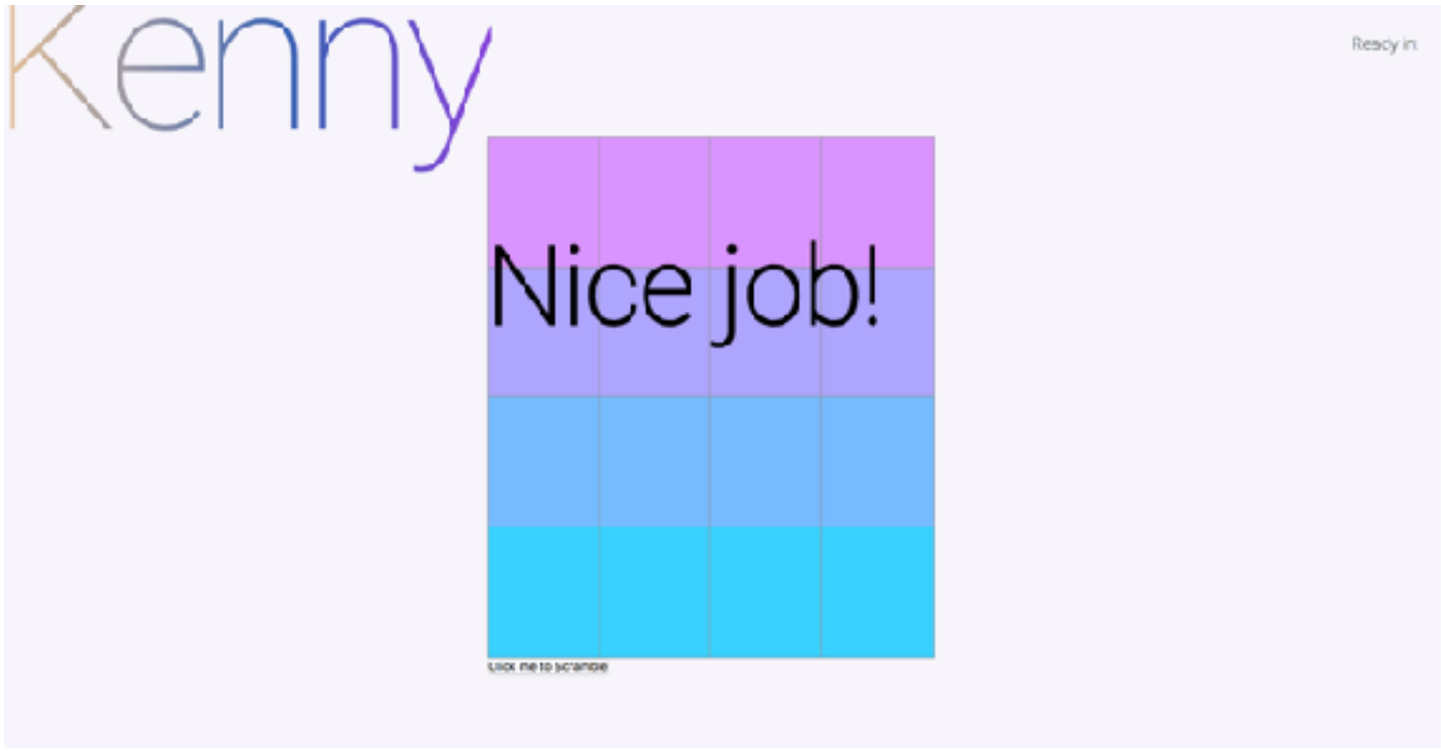
WIREFRAMES


MVP
- Div holding "Gradientmatrix"
- Name Input
- Winning Logic
- Game initializer
- Color Scrambler
(this rearranges the divs into a new order for the user to re-arrange)
Landing Page
Hi
Input
This input is where the user will be putting their name in
Post MVP
- Algorithim that creates a larger "Gradient matrix"
- Algorithim that creates the gradients for me.
- Game

SCREENSHOTS







SWAP();

- jQuery wraps elements from the DOM. Making it easier to select elements from the HTML.
- $(‘div')
- EASIER THAN:
- .getElementByTagName(‘div')
- On line JS:58 I compare $(this)[0] == sq[0] gives us the comparison of the inside of these wrappers.
- Comparing $(this) == sq will always return false because it compares it's wrappers.

```
function swap(){
    if (x === true){
        sq1 = $(this);
        sq1Prev = sq1.prev();
        sq1.addClass('selected');
        return x = false;
    }else if (($(this)[0] == sq1[0])&&(x === false)){
        sq1.removeClass('selected');
        return x = true;
        }
    else{
        sq2 = $(this);
        sq2Prev = sq2.prev();
        sq1.insertAfter(sq2Prev);
        sq2.insertAfter(sq1Prev);
        sq1.removeClass('selected');
        console.log(winner());
        return x = true;
        }
}
```