

# Project 1 Browser-based Game Wireframe

## User Stories

1. New game should start up automatically upon page load. User should also be able to start up a new game whenever if wanted.
2. User should click two tiles on the board.
  - a. If tiles match, tiles disappear and user score increases
    - i. Tiles could either disappear or show a checkmark underneath for better clarity
  - b. If tiles do not match, tiles flip back over to indicate that it was not correct
  - c. If user gets frustrated at current board, i.e. can't figure it out, user can reset the board by hitting the **RESET BOARD**
    - i. This will re-randomize the board like starting a new game but "saving" no score
3. If all tiles are hidden (i.e., user figured it all out) user wins
  - a. Score should be "saved" and display in the **HIGH SCORE** panel
  - b. User should then be able to reset and start a new game
  - c. The "Play Again" button should be hidden until the current game is won
  - d. Alert box should display on page congratulating on win

## Wireframe

Link to [Wireframe on Lucid](#) (can be seen better on the website)

