# Project 1 – Concentration Game

## Definitions

**Gold** will almost always be the idea as it first occurs to you: what the final product would look like with all the polish and features you'd like it to have.

**Bronze** is the idea stripped down to the MVP -- the bare minimum your product needs to be identifiable.

**Silver** is between the two: what you'd feel comfortable showing to a client as a "work in progress", were they to have commissioned this.

For a Tic Tac Toe game, the breakdown might look like this:

* **Bronze**: An HTML page with a table of 9 cells. Just enough Javascript to show you who the current player is and change the background color of a cell when you click on it. Just enough CSS to make the cells visible.
  + [Bronze example](http://ga-wdi-lessons.github.io/bronze-silver-gold/example/bronze.html)
* Silver: Enough CSS to make it actually look like a game, and enough Javascript for a "reset" button.
  + [Silver example](http://ga-wdi-lessons.github.io/bronze-silver-gold/example/silver.html)
* Gold: CSS transitions or animations, showing "X" and "O" instead of colors, and Javascript that tells you when the game is over and who won.
  + [Gold example](http://ga-wdi-lessons.github.io/bronze-silver-gold/example/gold.html)

Whenever you have a moment of "Ooh, I should add this" add it to your **gold** list. If that idea didn't occur to you at the start, it's probably not necessary for your MVP.

## User Stories

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| **Item** | **Importance** | **Phase** |
| Select deck | 2 - Silver | Start |
| Select icon themes | 3 - Bronze | Start |
| Select timed/untimed |  | Start |
| Select moves counted/not counted |  | Start |
| User ID | 1 - Gold | Start |
| Click a card |  |  |
| If card is displayed, noop |  |  |
| If card is not displayed, turn over card |  |  |
| Click second card |  |  |
| If cards match, leave open |  |  |
| If cards match, update scoring |  |  |
| If cards do not match, pause n time based on level, then close |  |  |
| Select level |  |  |
| 4x4 grid |  |  |
| n x n grid |  |  |
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