Concentration Notes

Problems to solve:

* Transition from Start screen to game screen
* Display back of cards against background
* Randomly assign symbols to the cards, consistent throughout the game
* Display the symbol on click
* Allow the player to click one more card while a card is face-up
* If both cards have the same symbol, remove them
* If the cards are different, flip them back face-down
* If all cards are gone, show the time
* Display a timer