Concentration Game

**1.Analyze the app’s functionality**

* To match the 2 cards with the same image or text
* Player must remember were which cards are located
* Number of matches are counted
* When guesses run out cards are reset and
* Player must hit the button to reset game

**2. Think about the overall design (look & feel) of the app & wireframe**

* See wire frame
* App will have a minimalist feel UI must not be to distracting.

**3. Pseudocode**

1.Start game

1.1 Get name of player

1.2 Render new board

1.3 Cache any music //ice box item

1.4 Turn board status to play

2.Keep track of cards flipped over

2.1 Randomly select cards

2.2 Make sure all Cards are invisible

2.3 Add event listener for clicks to turn card over

2.4 Allow for only 2 or 3 cards to be turned over at a time

3.Keep track of cards matched

3.1 Remove cards keep them visible

4.Remove and remember which combinations of cards are matched

4.1 Reshuffle cards when game is over

5.Add points for types of cards matched

5.1 Add to currentGameScore

6.Keep track and display high score

6.1 compared to highScore and if higher update high score

**4. Identify the application's state (data)**

*Game must keep track of:*

*//look at using objects card objects you can’t compare objects*

Cards matched

Cards flipped over

Points

Board in play or not

**6.Project setup (to be completed on June 30th)**

**Git repo created issues reported on 7:35**

**Text, letter

Description automatically generated**