UDACITY

PROJECT SPECIFICATION

Memory Game

Game Behavior

CRITERIA	MEETS SPECIFICATIONS
Memory Game Logic	The game randomly shuffles the cards. A user wins once all cards have successfully been matched.
Congratulations Popup	When a user wins the game, a modal appears to congratulate the player and ask if they want to play again. It should also tell the user how much time it took to win the game, and what the star rating was.
Restart Button	A restart button allows the player to reset the game board, the timer, and the star rating.
Star Rating	The game displays a star rating (from 1-3) that reflects the player's performance. At the beginning of a game, it should display 3 stars. After 10 moves, it should change to a 2 star rating. After 14 moves, it should change to a 1 star rating.
Timer	When the player starts a game, a timer should also start. Once the player wins the game, the timer stops.
Move Counter	Game displays the current number of moves a user has made.

Interface Design

CRITERIA	MEETS SPECIFICATIONS
Responsiveness	All application components render on-screen in a responsive manner.
Usability	All application components are usable across modern desktop, tablet, and phone browsers.

Documentation

CRITERIA	MEETS SPECIFICATIONS
README	A `README` file is included detailing the game and all dependencies.
Comments	Comments are present and effectively explain longer code procedure when necessary.
Code Quality	Code is formatted with consistent, logical, and easy-to-read formatting as described in the Udacity JavaScript Style Guide.

Suggestions to Make Your Project Stand Out!

- Add CSS animations when cards are clicked, unsuccessfully matched, and successfully matched.
- Add unique functionality beyond the minimum requirements (Implement a leaderboard, store game state using local storage, etc.)
- Implement additional optimizations that improve the performance and user experience of the game (keyboard shortcuts for gameplay, etc).

Student FAQ