Let’s make a game! Your time is valuable so let’s make it a simple game. For this exercise a game of Memory should do. So let’s get started!

Step 1: First we need to create the page for the game to live in. The requirements for the page are that it must be HTML5 compliant and have a header 150px tall, a content area for the game at 800x600, a sidebar 300px wide, and footer 100px tall. The header and footer need a background gradient but the content and sidebar areas are up to you. Bonus: The page should not show a sidebar when viewed on a mobile phone.

Step 2: Using the sprite sheet provided, create a CSS stylesheet that can display our memory cards by adding classes to html elements. The first image in the sprite should be used as the back of the card.

Step 3: Create your game engine! Arrange the cards in a 4x4 grid face down. When a card is selected it should smoothly flip around to reveal the face of the card. Bonus points for getting the flipping animation to work in IE8. The game is over once the player has matched all of the cards.

Step 4: During the game you will need to display a game timer with the time that has passed and the number of failed attempts. Bonus: Display a different message when the game is over based on the number of failed attempts. Extra Bonus: Display the messages using the HML5 canvas element.

That’s it you’re done! Not so bad right? Please zip up your files and send them back to us for review. Looking forward to playing your game!