**HTML**

<!DOCTYPE html>

<html lang="en">

<head>

<title> Testpage </title>

<meta charset="utf-8">

<meta name="viewport" content="width=device-width, initial-scale=1">

<link rel="stylesheet" type="text/css" href="css/styles.css">

<link rel="stylesheet prefetch" href="https://fonts.googleapis.com/css?family=Coda">

<link rel="stylesheet prefetch" href="https://fonts.googleapis.com/css?family=Gloria+Hallelujah|Permanent+Marker" >

</head>

<header>

<h1 id="flipperId">Flipper</h1>

</header>

<body>

<div class="deck">

<div class="row1" >

<div class="items">

<div class="flip-card">

<div class="flip-card-inner" data-framework="nummer" onmousedown="sound.play()">

<div class="flip-card-front">

<img src="img/number1.png" alt="Avatar" id="image">

</div>

<div class="flip-card-back">

</div>

</div>

</div>

</div>

<div class="items">

<div class="flip-card">

<div class="flip-card-inner" data-framework="nummer" onmousedown="sound.play()">

<div class="flip-card-front">

<img src="img/number1.png" alt="Avatar" id="image">

</div>

<div class="flip-card-back">

</div>

</div>

</div>

</div>

<div class="items">

<div class="flip-card">

<div class="flip-card-inner" data-framework="sleeping" onmousedown="sound.play()">

<div class="flip-card-front">

<img src="img/sleep.png" alt="Avatar" id="image">

</div>

<div class="flip-card-back">

</div>

</div>

</div>

</div>

<div class="items">

<div class="flip-card">

<div class="flip-card-inner" data-framework="sleeping" onmousedown="sound.play()">

<div class="flip-card-front">

<img src="img/sleep.png" alt="Avatar" id="image">

</div>

<div class="flip-card-back">

</div>

</div>

</div>

</div>

</div>

<div class="row2">

<div class="items">

<div class="flip-card">

<div class="flip-card-inner" data-framework="ring" onmousedown="sound.play()">

<div class="flip-card-front">

<img src="img/ring.png" alt="Avatar" id="image">

</div>

<div class="flip-card-back">

</div>

</div>

</div>

</div>

<div class="items">

<div class="flip-card">

<div class="flip-card-inner" data-framework="ring" onmousedown="sound.play()">

<div class="flip-card-front">

<img src="img/ring.png" alt="Avatar" id="image">

</div>

<div class="flip-card-back">

</div>

</div>

</div>

</div>

<div class="items">

<div class="flip-card">

<div class="flip-card-inner" data-framework="flag" onmousedown="sound.play()">

<div class="flip-card-front">

<img src="img/flag.png" alt="Avatar" id="image">

</div>

<div class="flip-card-back">

</div>

</div>

</div>

</div>

<div class="items">

<div class="flip-card">

<div class="flip-card-inner" data-framework="flag" onmousedown="sound.play()">

<div class="flip-card-front">

<img src="img/flag.png" alt="Avatar" id="image">

</div>

<div class="flip-card-back">

</div>

</div>

</div>

</div>

</div>

<div class="row3">

<div class="items">

<div class="flip-card">

<div class="flip-card-inner" data-framework="crown" onmousedown="sound.play()">

<div class="flip-card-front">

<img src="img/crown.png" alt="Avatar" id="image">

</div>

<div class="flip-card-back">

</div>

</div>

</div>

</div>

<div class="items">

<div class="flip-card">

<div class="flip-card-inner" data-framework="crown" onmousedown="sound.play()">

<div class="flip-card-front">

<img src="img/crown.png" alt="Avatar" id="image">

</div>

<div class="flip-card-back">

</div>

</div>

</div>

</div>

<div class="items">

<div class="flip-card">

<div class="flip-card-inner" data-framework="car" onmousedown="sound.play()">

<div class="flip-card-front">

<img src="img/car2.png" alt="Avatar" id="image">

</div>

<div class="flip-card-back">

</div>

</div>

</div>

</div>

<div class="items">

<div class="flip-card">

<div class="flip-card-inner" data-framework="car" onmousedown="sound.play()">

<div class="flip-card-front">

<img src="img/car2.png" alt="Avatar" id="image">

</div>

<div class="flip-card-back">

</div>

</div>

</div>

</div>

</div>

<div class="row4">

<div class="items">

<div class="flip-card">

<div class="flip-card-inner" data-framework="boat" onmousedown="sound.play()">

<div class="flip-card-front">

<img src="img/boat.png" alt="Avatar" id="image">

</div>

<div class="flip-card-back">

</div>

</div>

</div>

</div>

<div class="items">

<div class="flip-card">

<div class="flip-card-inner" data-framework="boat" onmousedown="sound.play()">

<div class="flip-card-front">

<img src="img/boat.png" alt="Avatar" id="image">

</div>

<div class="flip-card-back">

</div>

</div>

</div>

</div>

<div class="items">

<div class="flip-card">

<div class="flip-card-inner" data-framework="balloon" onmousedown="sound.play()">

<div class="flip-card-front">

<img src="img/balloon.png" alt="Avatar" id="image">

</div>

<div class="flip-card-back">

</div>

</div>

</div>

</div>

<div class="items">

<div class="flip-card">

<div class="flip-card-inner" data-framework="balloon" onmousedown="sound.play()">

<div class="flip-card-front">

<img src="img/balloon.png" alt="Avatar" id="image">

</div>

<div class="flip-card-back">

</div>

</div>

</div>

</div>

</div>

<div id="wonVenster" class="active2">

<div>

<h2>CONGRATS, YOU WON !!</h2>

<button id="play\_again" onclick="playAgain()">

Play again</a>

</button>

</div>

</div>

<script src="js/script.js"></script>

</div>

</body>

</html>

**CSS**

/\* The flip card container - set the width and height to whatever you want. We have added the border property to demonstrate that the flip itself goes out of the box on hover (remove perspective if you don't want the 3D effect \*/

.flip-card {

margin: 0.2rem 0.2rem;

color: #ffffff;

border-radius: 5px;

cursor: pointer;

display: flex;

justify-content: center;

align-items: center;

perspective: 1000px; /\* Remove this if you don't want the 3D effect \*/

}

/\* This container is needed to position the front and back side \*/

.flip-card-inner {

position: relative;

width: 20vw;

height: 20vw;

text-align: center;

transition: transform 0.8s;

transform-style: preserve-3d;

}

/\* Do an horizontal flip when you move the mouse over the flip box container \*/

.active {

transform: rotateY(180deg);

}

/\* Position the front and back side \*/

.flip-card-front, .flip-card-back {

position: absolute;

width: 20vw;

height: 20vw;

backface-visibility: hidden;

}

/\* Style the front side (fallback if image is missing) \*/

.flip-card-back {

background-color: #75c6a6;

color: white;

border-radius: 0.5rem;

}

/\* Style the back side \*/

.flip-card-front {

background-color: white;

transform: rotateY(180deg);

border-radius: 0.5rem;

}

/\* =============================================

\* GRID

=============================================== \*/

.items {

display: inline-grid;

flex-flow: column-reverse;

grid-template-columns: auto auto auto;

grid-template-rows: auto;

grid-column-gap: 20px;

grid-row-gap: 30px;

width: 20vw;

margin-bottom: 1rem;

margin: 0.1rem

}

.test{

display: inline-grid;

flex-flow: column-reverse;

grid-template-columns: auto auto auto; /\* two columns \*/

grid-template-rows: auto;

grid-column-gap: 20px;

grid-row-gap: 30px;

width: 150px;

margin-bottom: 1rem;

}

.deck {

background: #716F71;

padding: 1rem;

border-radius: 10px;

box-shadow: 8px 9px 26px 0 rgba(46, 61, 73, 0.5);

display: flex;

flex-wrap: wrap;

justify-content: space-between;

align-items: center;

margin: 4em 0 0;

width: 87vw;

height: 65vh;

}

#backImage{

width: 20vw;

height: 20vw;

}

#image{

width: 20vw;

height: 20vw;

}

h1{

display: block;

font-size: 2rem;

font-family: 'Gloria Hallelujah', cursive;

text-align: center;

}

/\* good \*/

.active2 {

position: fixed;

top: 0;

bottom: 0;

left: 0;

right: 0;

background: rgba(0, 0, 0, 0.7);

transition: opacity 500ms;

visibility: hidden;

opacity: 0;

}

/\* good \*/

.active2:target {

visibility: visible;

opacity: 1;

}

/\* good \*/

.active\_win {

visibility: visible;

opacity: 100;

background: white;

border-radius: 10px;

box-shadow: 8px 9px 26px 0 rgba(46, 61, 73, 0.5);

display: flex;

flex-wrap: wrap;

justify-content: space-between;

align-items: center;

margin: 10em 1rem 0;

width: 86vw;

height: 65vh;

text-align: center;

padding-left: 1.2rem;

}

/\* good \*/

h2{

display: inline-flex;

}

/\* good

.wonVenster h2 {

margin-top: 0;

color: #333;

font-family: Tahoma, Arial, sans-serif;

}

/\* good \*/

/\* .wonVenster .close {

position: absolute;

top: 20px;

right: 30px;

transition: all 200ms;

font-size: 30px;

font-weight: bold;

text-decoration: none;

color: #333;

} \*/

/\* good \*/

#play\_again{

width: 6rem;

height: 2rem;

border-radius: 0.5rem;

background-color: chartreuse;

}

**Javascript**

let kaart = document.querySelectorAll('.flip-card-inner'); /\* Selecteert elke kaar in het spel\*/

let cardflipt = false; /\* booleans die bekijkt als de kaart geflipt is of niet\*/

let winWondow = document.querySelector("#wonVenster"); /\* bevat het venster als je wint\*/

let matchedCard = document.getElementsByClassName("active"); /\* \*/

let lock =false; /\* Als 2 kaarten omgedraaid zijn kan je geen 3de bij klikken\*/

let first, second; /\* 1ste kaart en 2 de kaart die worden bijgehouden in de functie 'FlipCard'\*/

let sound = new Audio(); /\* Audio bestand die afspeelt als op de kaarten worden geklikt\*/

sound.src = "sound/button-09.mp3"; /\* Audio bestand die afspeelt wanneer de speler gewonnen heeft \*/

let winningSound = new Audio();

winningSound.src = "sound/win.mp3";

let shuffleCards = new Audio();

shuffleCards.src = "sound/shuffle\_cards.mp3";

let correctSound = new Audio();

correctSound.src = "sound/rightanswer.mp3";

/\* event 'click' als op een kaart wordt geklikt dan voer voer dan de volgende code uit:'\*/

kaart.forEach(card => card.addEventListener('click', function(e){

if(lock) return;

/\* Als de kaart de classe 'active' bevat verwijder de classe anders voeg de classe toe\*/

/\* classe 'active' zorgt ervoor dat de kaart omgedraaid wordt.\*/

if (this.classList.contains('active')) this.classList.remove('active');

else this.classList.add('active');

/\* bepaald als de kaart omgedraaid is en slaag de waarde op in 'first' en 'second'\*/

if(!cardflipt){

cardflipt =true;

first = this;

}else{

cardflipt =false;

second = this;

/\* het is een match \*/

/\* Als de eerstekaart matcht met de 2de kaart, voeg de classe 'active' toe zodat de kaarten niet meer omdraaien\*/

if(first.dataset.framework === second.dataset.framework){

first.classList.add('active');

second.classList.add('active');

setTimeout(() => {

correctSound.play();

}, 450);

/\* Verwijst naar de functie 'Won'\*/

Won();

}

/\* Matchen ze niet draai de kaarten terug om\*/

else{

lock = true;

/\* als bijde kaarten omgedraaid zijn en niet matchen, zorgt 'setTimeout' ervoor dat de kaarten niet onmiddelijk terug omgedraaid worden, maar na een ogenblikje '\*/

setTimeout(() => {

/\* beide kaarten matchen NIET, verwijder dan de classe 'active' zodat de kaarten terug omgedraaid worden \*/

first.classList.remove('active');

second.classList.remove('active');

lock =false;

}, 900);

}

}

/\* functie 'Won' laat een venster tonen met de meldingen dat de speler gewonnen heeft\*/

function Won(){

setTimeout(() => {

/\* Als 16 kaarten de classe 'active hebben', toon dan de venster \*/

if (matchedCard.length == 16){

winningSound.play();

winWondow.classList.add("active\_win");

}

}, 750);

}

}));

/\* Als er op knop 'play again' wordt geklikt, verwijder het wonvenster en refresh de pagina\*/

function playAgain(){

winWondow.classList.remove("active\_win");

location.reload();

}

/\* !!!! Werkt nog niet !!!\*/

(function shuffle() {

kaart.forEach(card => {

let randomPos = Math.floor(Math.random() \* 16);

card.style.order = randomPos;

});

})();