**Overview**

Find the Dog game brings a love of dogs with the fun of a classic game of chance. The player and the computer opponent try and find the matching dog card out of an array of 3 cards that are randomly positioned on the gameboard. If the player chooses the correct card they win. If the player chooses the wrong card the computer takes a turn. If the computer chooses the correct card, the computer wins. If both the player and computer do not choose the right card, it is a draw.

This game utilizes HTML, CSS, and JavaScript.

**User Stories**

As a user, I want to be able to clearly see the instructions/rules of the game.

As a user, I want to be able to click the choice that I want.

As a user, I want to be able to see the face of the card that I chose.

As a user, I want to be notified if the card I chose is the matching card.

As a user, I want to see the computers choice.

As a user, I want to be notified of the outcome of the game.

**Wireframes**

Graphical user interface

Description automatically generated

**Entity Relationship Diagrams**

HTML- divs, classes, Id’s, button

CSS- google fonts, soft rounds edges, soft color scheme

JavaScript- define player, computer, puppy match, choices array, math function for random, if else statements, event listeners for click