

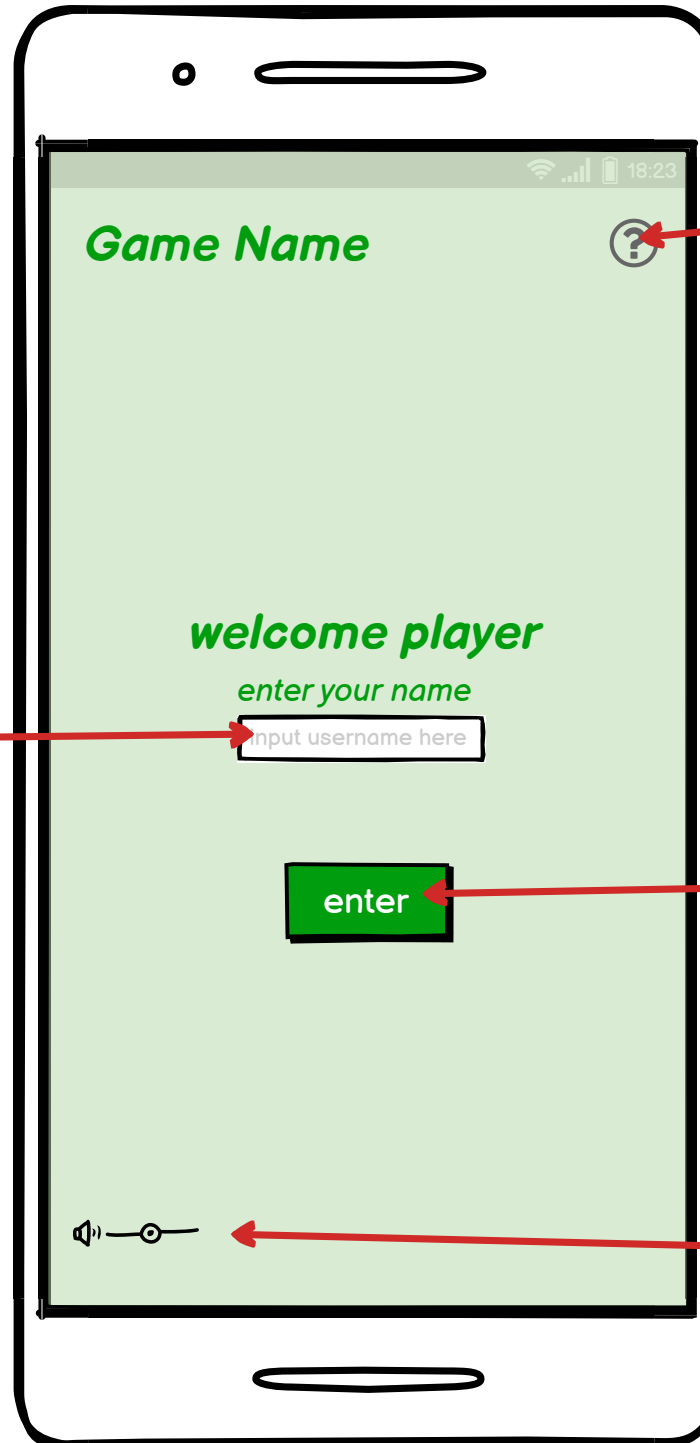
- the structure of this project is written within one single HTML page and separate stylesheets and scripts
- sections are hidden and displayed where appropriate
- a transition animation occurs between each section and overlays
- to prevent the webpage from reloading when the 'enter' button is clicked, in the js script for collecting the string data, "preventDefault()" will need to be added.
- an animated background using CSS and JS will be displayed throughout the game
- when a overlay window is active, the background will be affected by the [overlay](#) and will become noninteractive until the

a form element that player can enter their name. when the enter button is clicked, the value is stored locally and then entered into a java script object, displayed in [difficulty selection](#), [game area](#) and the [congratulations pop message](#)

clicking on the question mark displays an overlay, explaining the rules of each level to the player. in this section, it is greyed out and noninteractive

takes the player to the next area, [to select the level difficulty](#). when clicked it also locally stores the string data taken from the form element to then be entered into a javascript object displayed in [difficulty selection](#), [game area](#) and the [congratulations pop message](#)

volume control that allows the player to turn the sound effects up, down or toggle off entirely





text explaining the rules of each level as a list

clicking on the question mark displays an [overlay](#), explaining the rules of each level to the player. in this section, it is greyed out and uninteractive

a javascript object that displays the string data taken from [welcome area's](#) form element

different level the player can select from, when the player clicks on a level, a [confirmation window](#) appears



when the player selects a level, **modal window** appears to confirm their selection

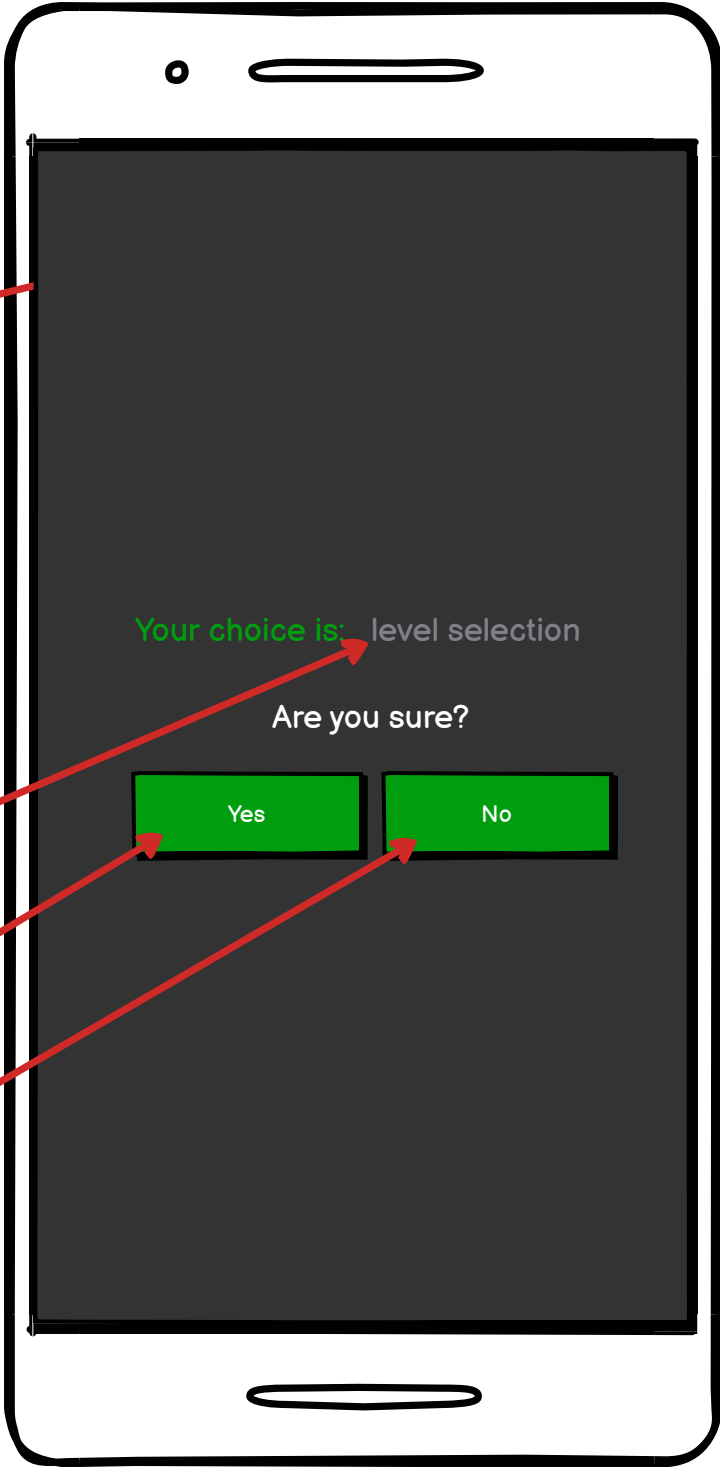
when the modal is displayed, an overlay becomes active behind to prevent the player from accessing the rest of the screen until the modal is closed. this applies to all instances where an overlay is displayed

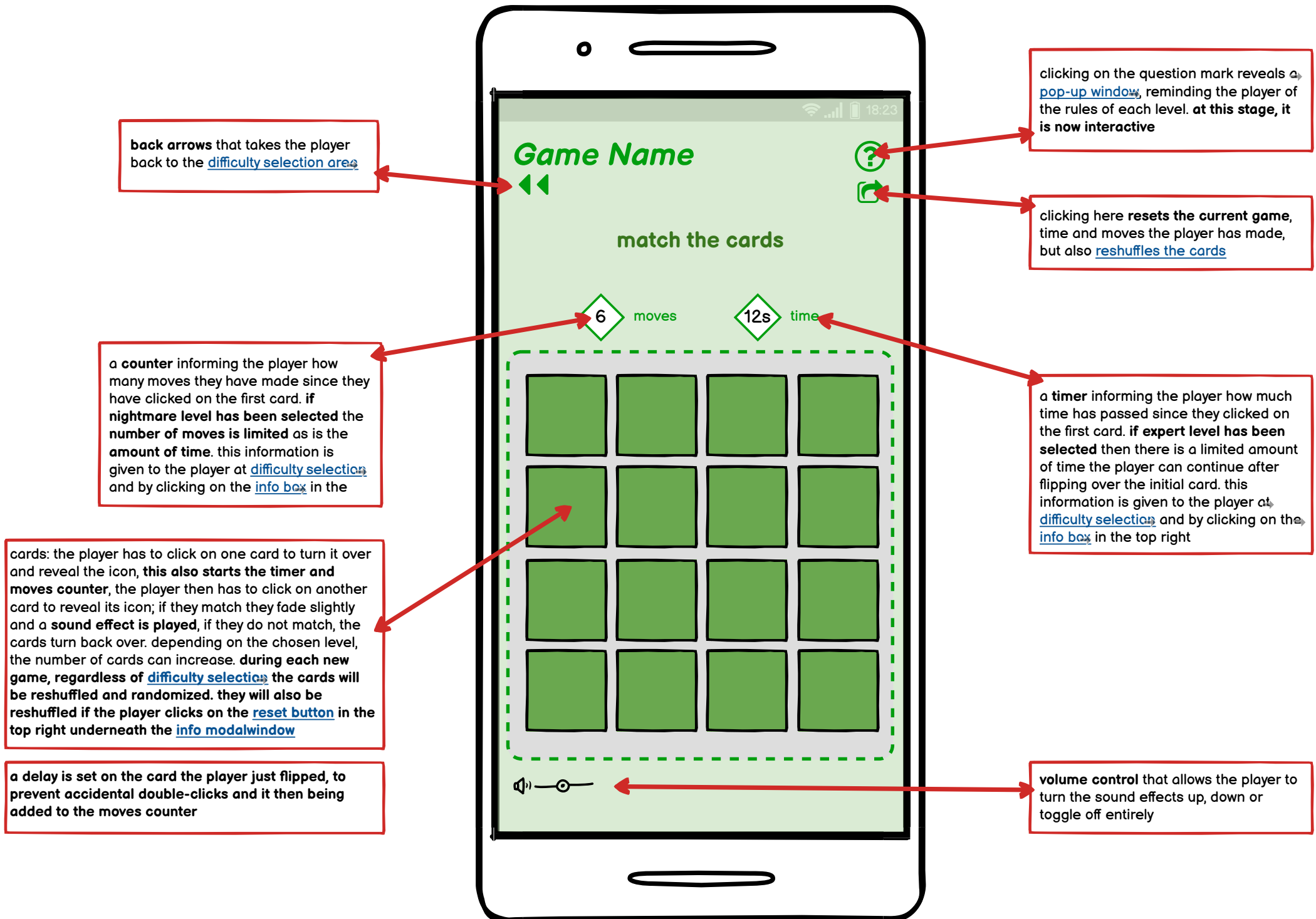


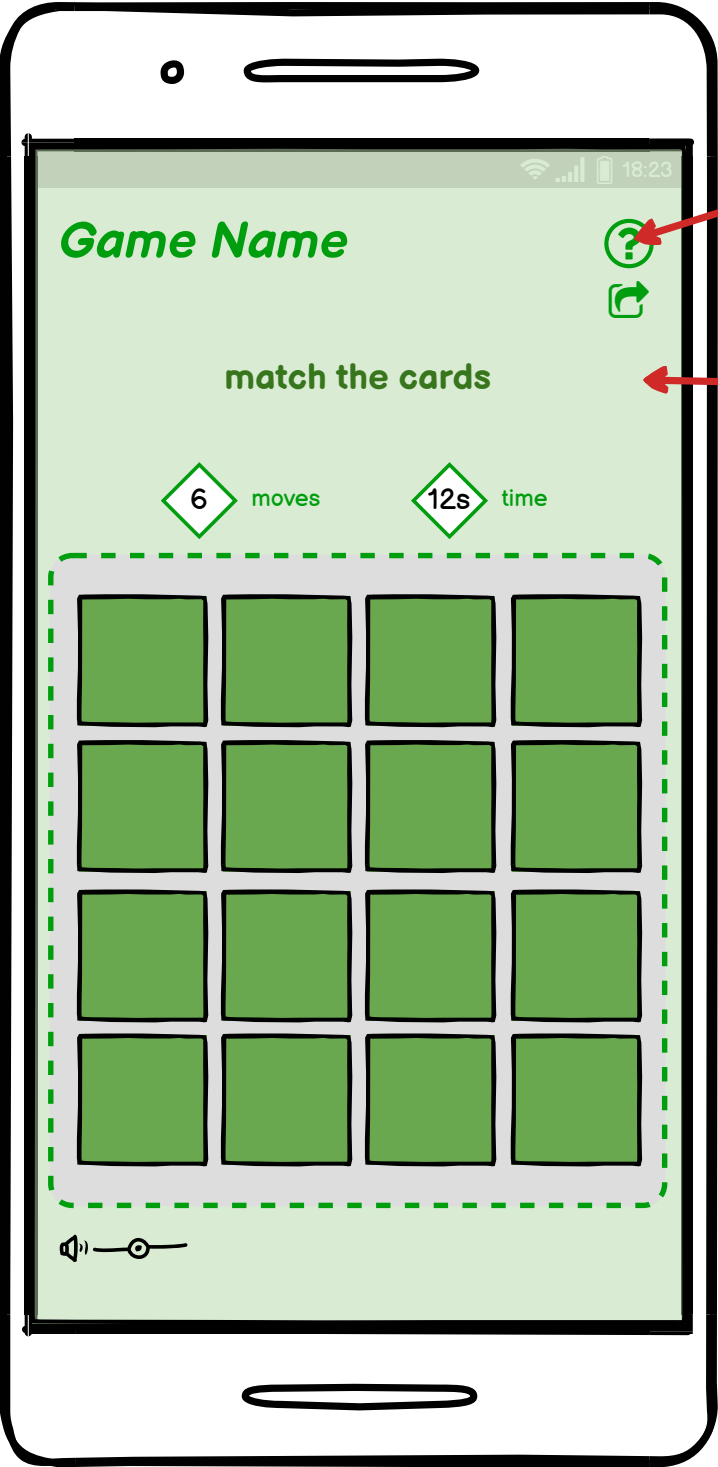
js object that displays the data option taken from level selection to the player for confirmation

clicking on 'Yes' takes the player to the [game area](#)

clicking on 'No' hides the **modal window**





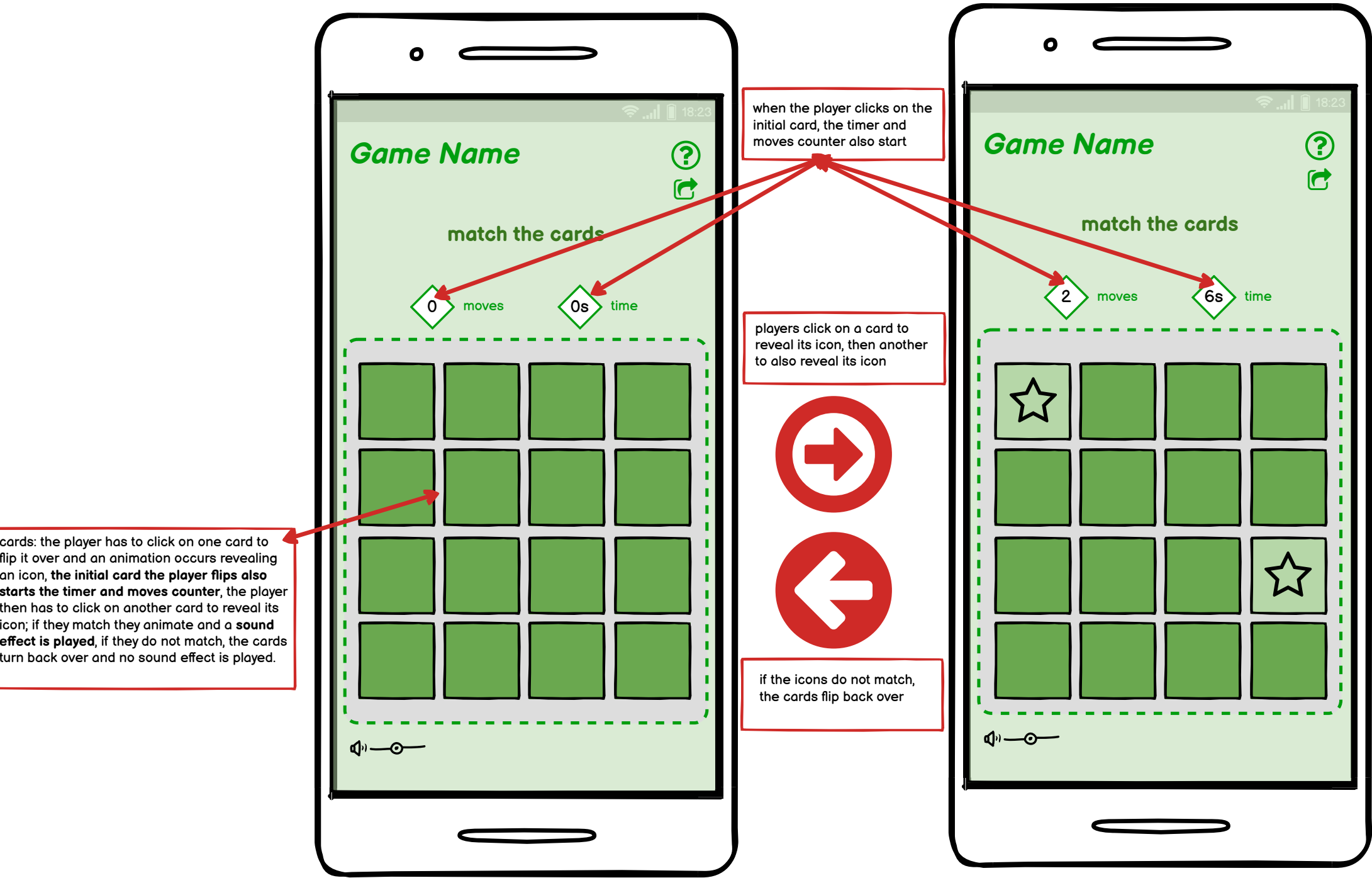


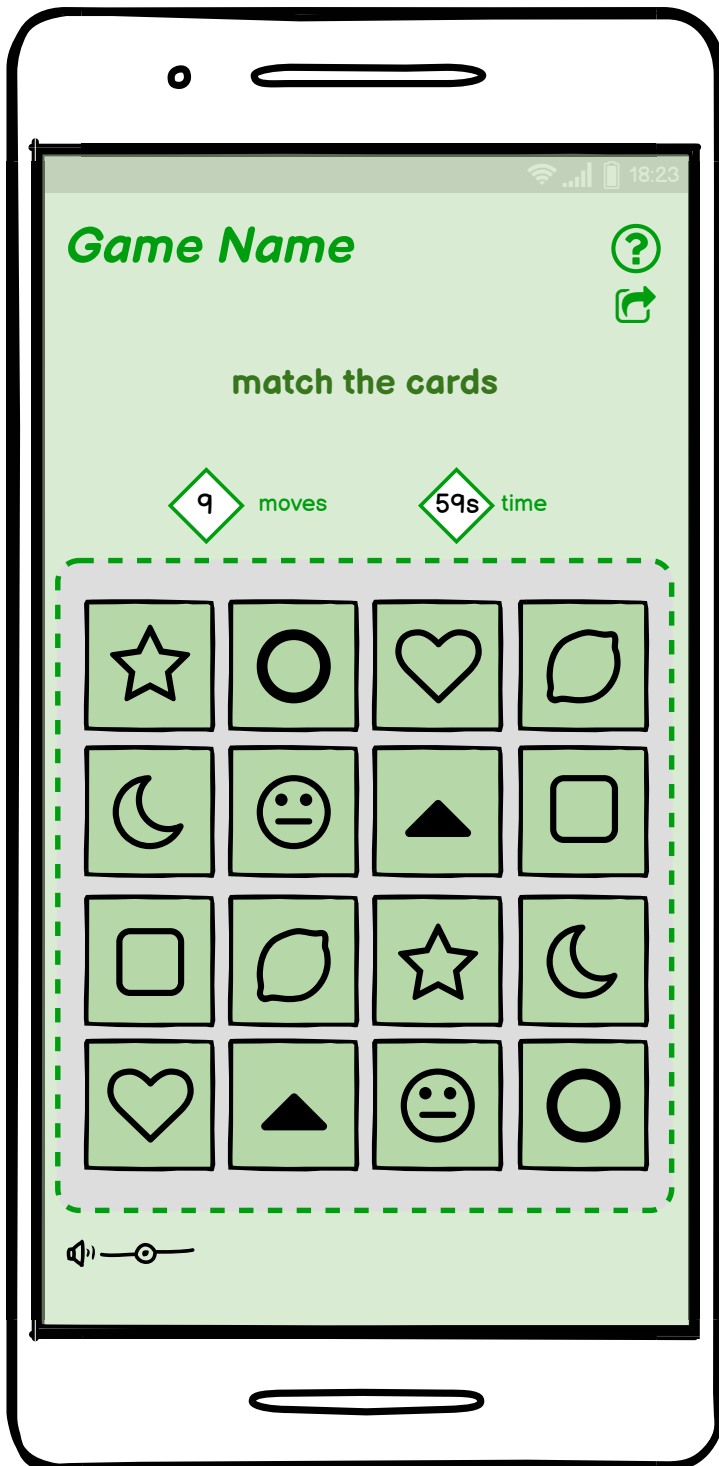
clicking on the question mark displays an overlay window, explaining the rules of each level to the player. when the player clicks on this button, the **timer pauses** until the the 'x' button on the top right of modal is clicked and the modal closes

when the overlay is displayed, the rest of the page contents are noninteractive until the information on the overlay is dealt with by the player **this applies to all instances where an overlay is displayed**

'x' button closes the overlay







if the player successfully matches all the cards, regardless of [difficulty selection](#), a new **overlay window** appears, congratulating the player and gives them three options

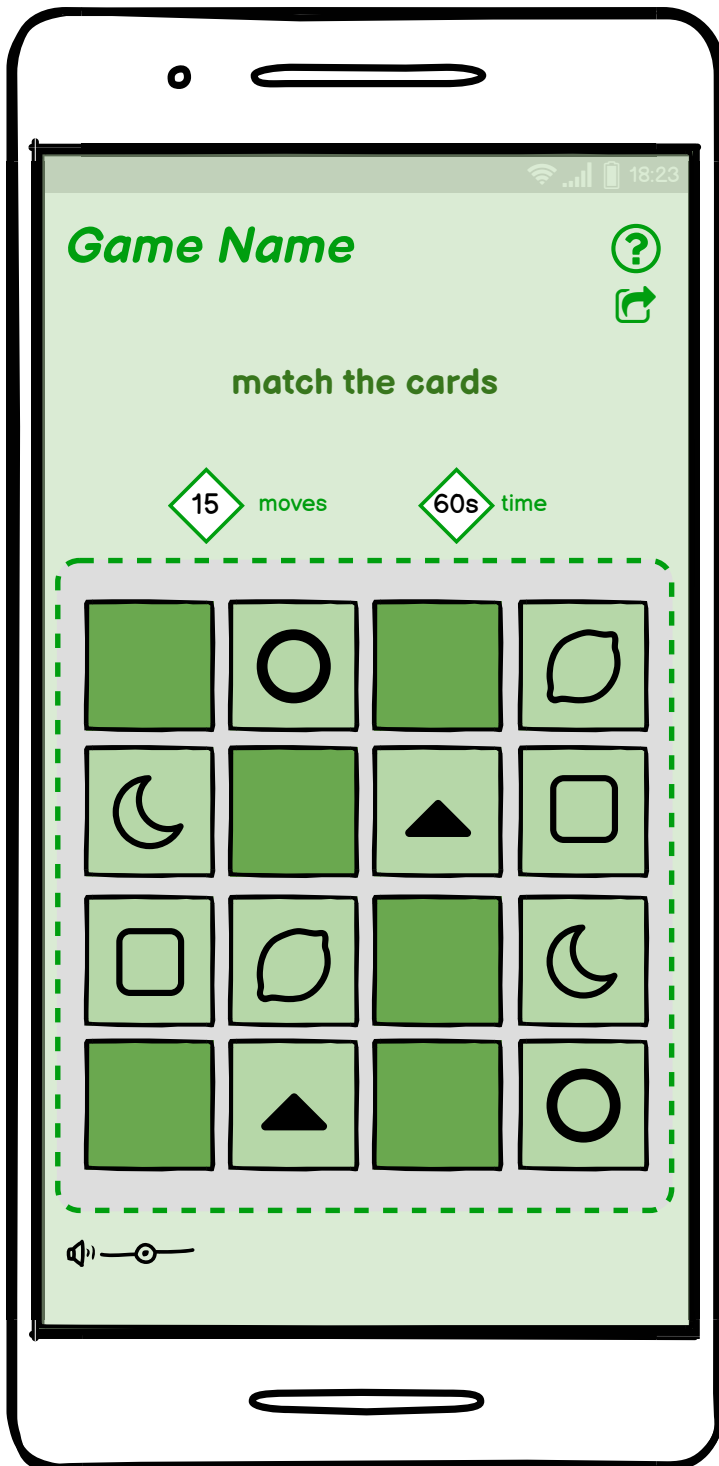


a javascript object that displays the string data taken from [welcome area](#)'s form element

when **clicked** it resets the game, reshuffling and randomizes the cards again for the player to start over

when **clicked** it take the player back to the [difficulty selection](#) area





### for expert and nightmare

if the player does not match all the cards within the conditions - limited amount of time for expert level and both limited amount of time and limited moves for nightmare level - then a **overlay window** appears telling the player GAME OVER and giving them options



when **clicked** it resets the game, reshuffling and randomizes the cards again for the player to start over

when **clicked** it take the player back to the [difficulty selection](#) area

