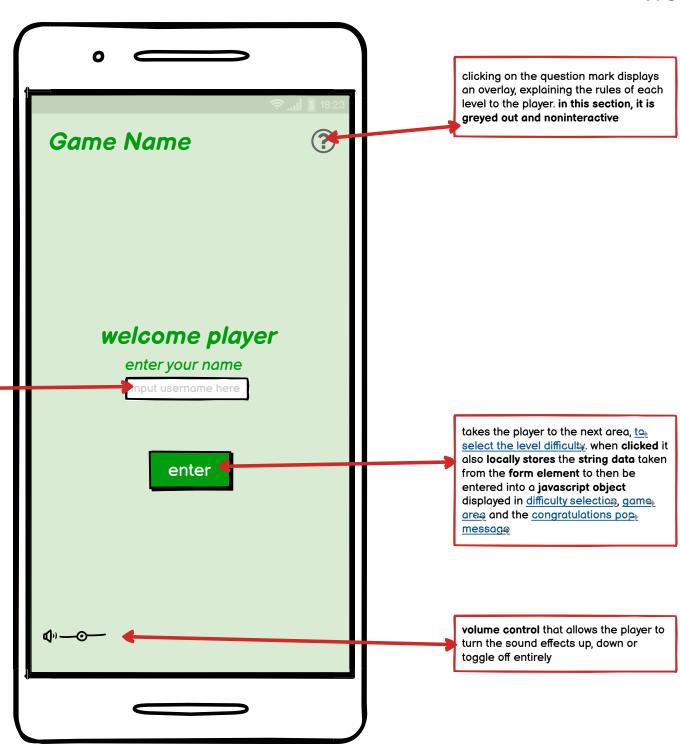
start area 1/8

- 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, "prevent Default()" 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 <u>overlay</u> 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 popmessage



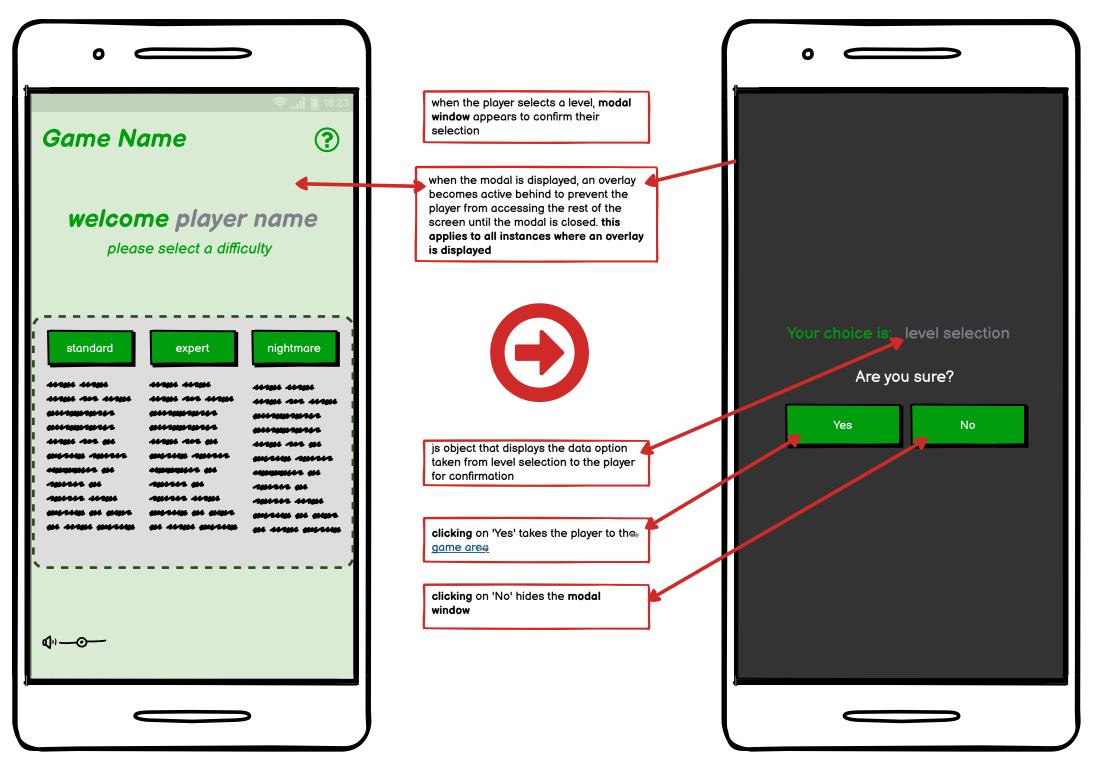
difficulty selection 2 / 8



text explaining the rules of each

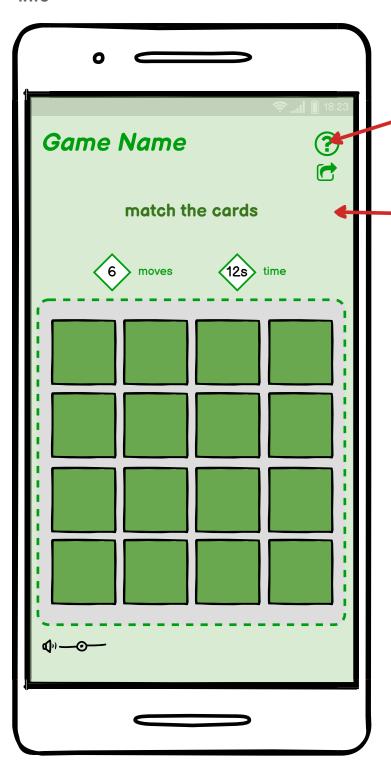
level as a list

confirmation 3 / 8



game area 4/

clicking on the question mark reveals a pop-up window, reminding the player of the rules of each level. at this stage, it is now interactive back arrows that takes the player Game Name back to the difficulty selection area clicking here resets the current game, time and moves the player has made, match the cards but also reshuffles the cards a counter informing the player how many moves they have made since they a **timer** informing the player how much have clicked on the first card. if time has passed since they clicked on nightmare level has been selected the the first card. if expert level has been number of moves is limited as is the **selected** then there is a limited amount amount of time, this information is of time the player can continue after given to the player at difficulty selection flipping over the initial card. this and by clicking on the info box in the information is given to the player at difficulty selection and by clicking on the info best in the top right cards: the player has to click on one card to turn it over and reveal the icon, this also starts the timer and moves counter, the player then has to click on another card to reveal its icon; if they match they fade slightly and a **sound effect is played**, if they do not match, the cards turn back over, depending on the chosen level, the number of cards can increase. during each new game, regardless of difficulty selections the cards will be reshuffled and randomized. they will also be reshuffled if the player clicks on the reset button in the top right underneath the info modalwindow a delay is set on the card the player just flipped, to volume control that allows the player to prevent accidental double-clicks and it then being turn the sound effects up, down or added to the moves counter toggle off entirely

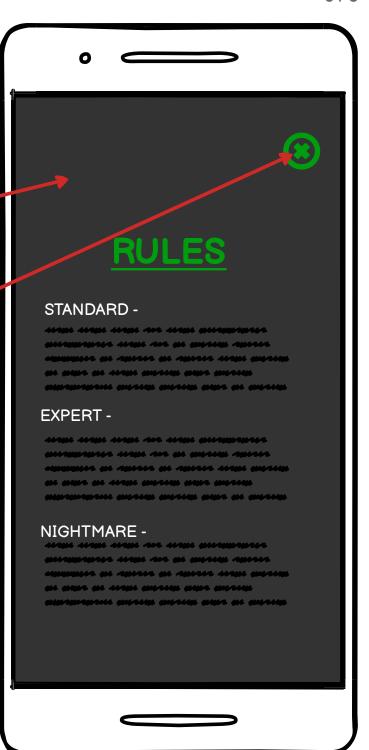


clicking on the question mark displays an overlay window, explaining the rules of each level to the player. when the player clicks on this button, the timer pauses until the the 'x' button on the top right of modal is clicked and the modal closes

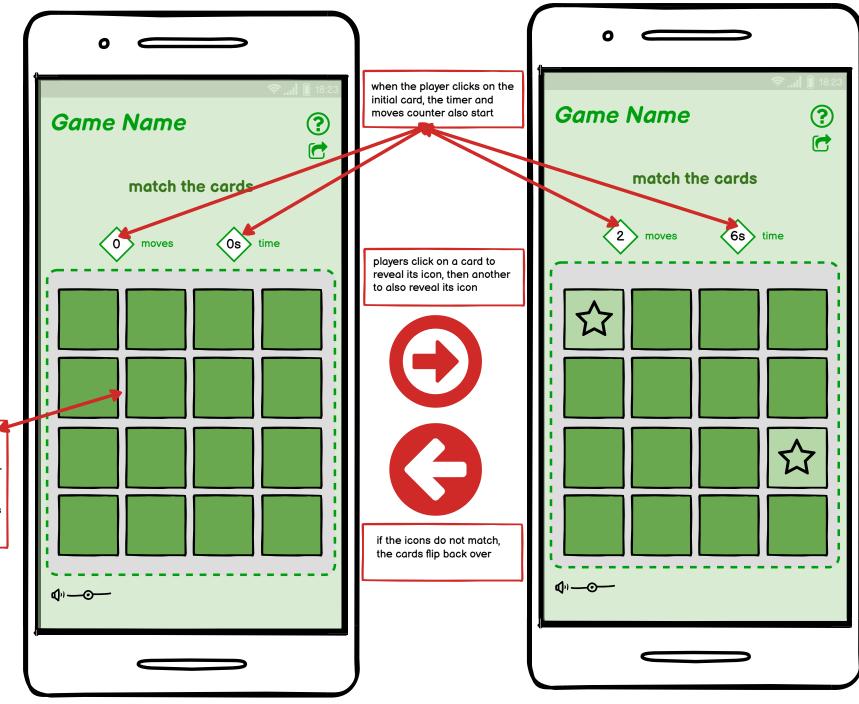
when the overlay is displayed, the rest of the page contents are noninteractive until the information on the overlay is dealt with by the player this applies to all instances where an overlay is displayed

'x' button closes the overlay



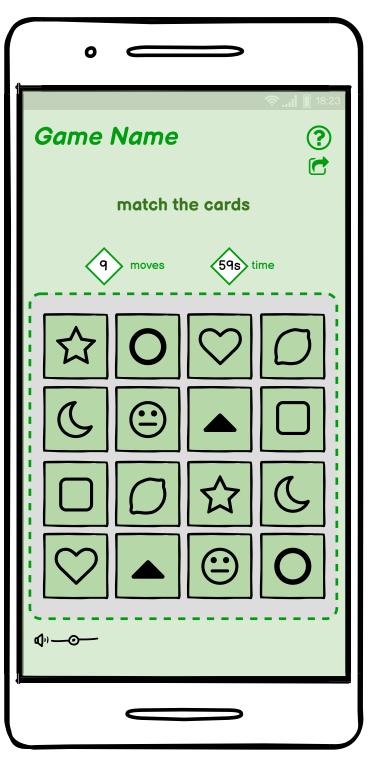


cards flip over 6 / 8



cards: the player has to click on one card to flip it over and an animation occurs revealing an icon, the initial card the player flips also starts the timer and moves counter, the player then has to click on another card to reveal its icon; if they match they animate and a sound effect is played, if they do not match, the cards turn back over and no sound effect is played.

congratulations 7 / 8



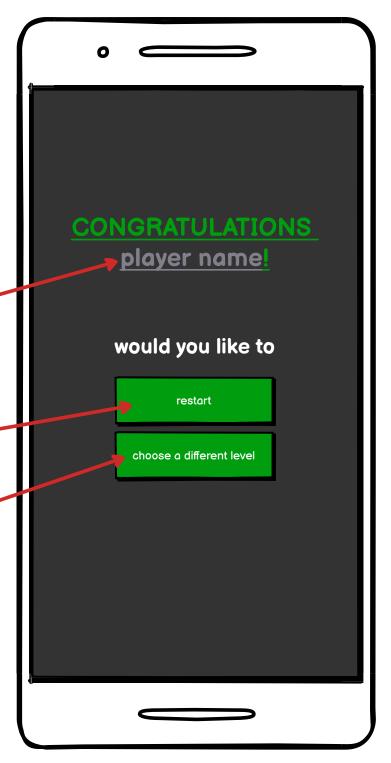
if the player successfully matches all the cards, regardless of difficulty selection, a new overlay window appears, congratulating the player and gives them three options



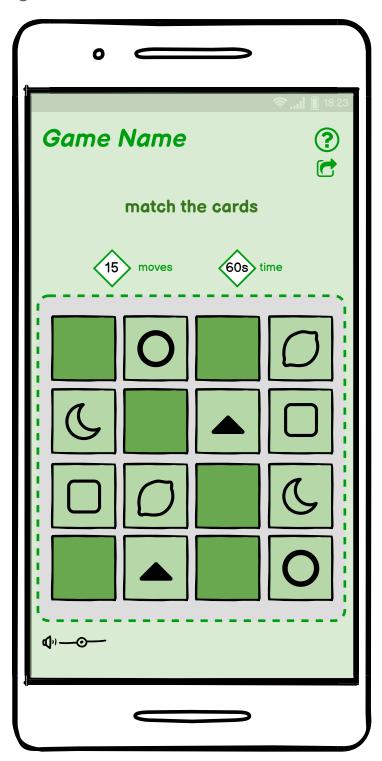
a **javascript object** that displays the **string data** taken from <u>welcome area</u>'s **form element**

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



game over 8 / 8



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 <u>difficulty selection</u> area

