

# Build a [Memory Game](#) with HTML5, CSS3 and pure JavaScript

---

- Game should support setting of three levels of difficulty: easy (4x4), medium (6x6) and hard (8x8)
- On start, user should populate username and choose difficulty level (you can decide how to present the UI for this),
- User should then see a grid with appropriate number of cards,
- Each card has two faces, front face has one of images (that should be matched with a pair) and back face with a background image unique for all cards,
- When game starts all of the cards are laid face down
- When user clicks on the card should flip (animate with CSS3 transitions and transformations) and expose front face
- User can reveal just two cards at time
- If cards doesn't match flip them again (using CSS3 transition and transformations)
- If two revealed cards match, remove them from the deck (animate with CSS3 animations, transitions and transformations)
- On main screen user should see a grid, selected difficulty, time spent in game and a number of moves (clicks on cards)
- Game ends when the user matches all pairs
- On successful end, user should see modal dialog with possibility to share result on his Facebook or Twitter account
- When user closes modal dialog, display a rank list for selected difficulty (store previous 10 results for each difficulty in [HTML5 Local Storage](#))
- From a rank list user can go back to start screen
- Game should be optimized for mobile devices too, try to size elements by screen size ([Responsive Design](#))