

# **PROJECT REPORT:**

# **MEMORY GAME**

## **Table of Contents**

Introduction

Project Overview

Technologies Used

Features

Design and Implementation

Conclusion

References

## **1. Introduction**

The memory game is a common children's game played with a set of cards.

## **2. Project Overview**

The cards have a picture on one side and each picture appears on two (or sometimes four) cards. The game starts with all the cards face down and players take turns to turn over two cards. If the two cards have the same picture, then they keep the cards, otherwise they turn the cards face down again. The winner is the person with the most cards when all the cards have been taken.

### **3. Technologies Used**

List of technologies and tools used in the project, includes:

- HTML
- CSS
- JavaScript
- Development tools - Visual Studio Code

### **4. Features**

The Model includes pictures of different objects, you've to match the two objects. When all the objects are matched the game is over and you will win the game.

### **5. Design and Implementation**

The structure of the webpage is designed using HTML5, and CSS is used to style, add color variants and different other graphical modification. Java Script is used to add the user interactive technology in the website.

### **6. Challenges Faced**

Multiple Challenges were faced while designing this website. There were many errors in the java script programming, after many tries the errors were handled and the server was ready, it took quite a hard time making the website interactive.

### **7. Conclusion**

The outcome was quite good and I was happy to see the project working properly and showcased it to many people. Therefore, the model can be used by people to play and strengthen their memory. Also, the time is saved as the website is easy to use and can be accessed by everyone at any time where ever they want.