**Match Wars – Changes and Fixes**

* Added a life meter (HTML and CSS only)
* Refactored door transition CSS to more easily activate with JavaScript
* Added “clickCard” function to the Game class
  + Not complete
  + Currently just triggers an open and close animation of the door
* Moved the card array to a separate JavaScript file
  + Keeps the core game script less cluttered and easier to follow
    - May compress into a single file at the end…
* Fixed sound FX bug in Safari where about a 0.5 second delay occurs when a SFX is played using a click event and an audio tag
  + Found out it is a common bug with no quick solution
  + Solution:
    - Used a JS mini-library called lowLag to fix the bug
      * <https://lowlag.alienbill.com>
      * lowLag use the WebAudio API to get around the bug
      * Simple and small library…works great
* Worked on the endgame SFX and music effect
  + Not yet complete or implemented
  + Currently commented out in an unused “endGame” function