**Match Wars – Functions**

**doorClick Function:**

* Opens the door to reveal the card underneath
  + Adds an “open” class to a clicked on card
* Prevents the click if card is already revealed
  + If the card is already revealed cancel the function
* Keeps track of the which cards are currently revealed
* Keeps track of the number of clicks per turn
  + If number of clicks is two:
    - Reset click counter to zero
    - Adds 1 to the turn counter
    - Stop function and run the “isMatched” function
  + Add 1 to the click counter

**isMatched Function:**

* Determines if two revealed cards are a match
  + If cards are a match:
    - Add one to the Match counter
    - Add a “matched” class to the two revealed cards
    - Clear the revealed cards variable(s)
    - Determine if all cards are matched
      * If they are:
        + Run the “endgame” function
  + If cards are not a Match:
    - Remove life from life meter…not sure by how much???
    - Clear the revealed cards variable(s)
    - Start a setTimeout function – try 800ms
      * At the end of the setTimeout:
        + Remove the “open” class from the revealed cards