Game Spec – 2-Player Memory Game

📝 Overview

A turn-based memory-matching game for two players. Players take turns flipping two cards to find matching pairs. The player with the most matched pairs when all cards are revealed wins the game.

🕹️ Gameplay Rules

- The game consists of an even number of cards, placed face down.

- Each card has one matching pair (identical in design or symbol).

- Players take turns flipping **two cards** per turn.

  - If the two cards match:

    - The player scores **1 point**

    - The cards remain face up

    - The player takes **another turn**

  - If the cards do **not match**:

    - The cards are flipped back over

    - The turn passes to the other player

- The game continues until **all cards are matched**.

- The player with the **highest score** at the end wins.

- In case of a **tie**, declare a tie.

👥 Players

- **Number of players**: 2 (local multiplayer)

- **Input method**: Click to flip card

🧩 Components

UI Elements

- **Game Board**: Grid layout of face-down cards

- **Card**: Clickable element with a hidden image

- **Player Scores**: Live score display for both players

- **Current Turn Indicator**: Highlights which player's turn it is

- **Reset Button**: Restarts the game