**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