



PROJECT

Memory Game

A part of the Front-End Web Developer Nanodegree Program

PROJECT REVIEW

CODE REVIEW

NOTES

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Meets Specifications

Greetings Udacian,

This submission is an excellent piece and it shows that more time and effort have been invested to bring it to this level. Also great job addressing the requirement from the previous review. Please remain the brilliant student which you are. ★

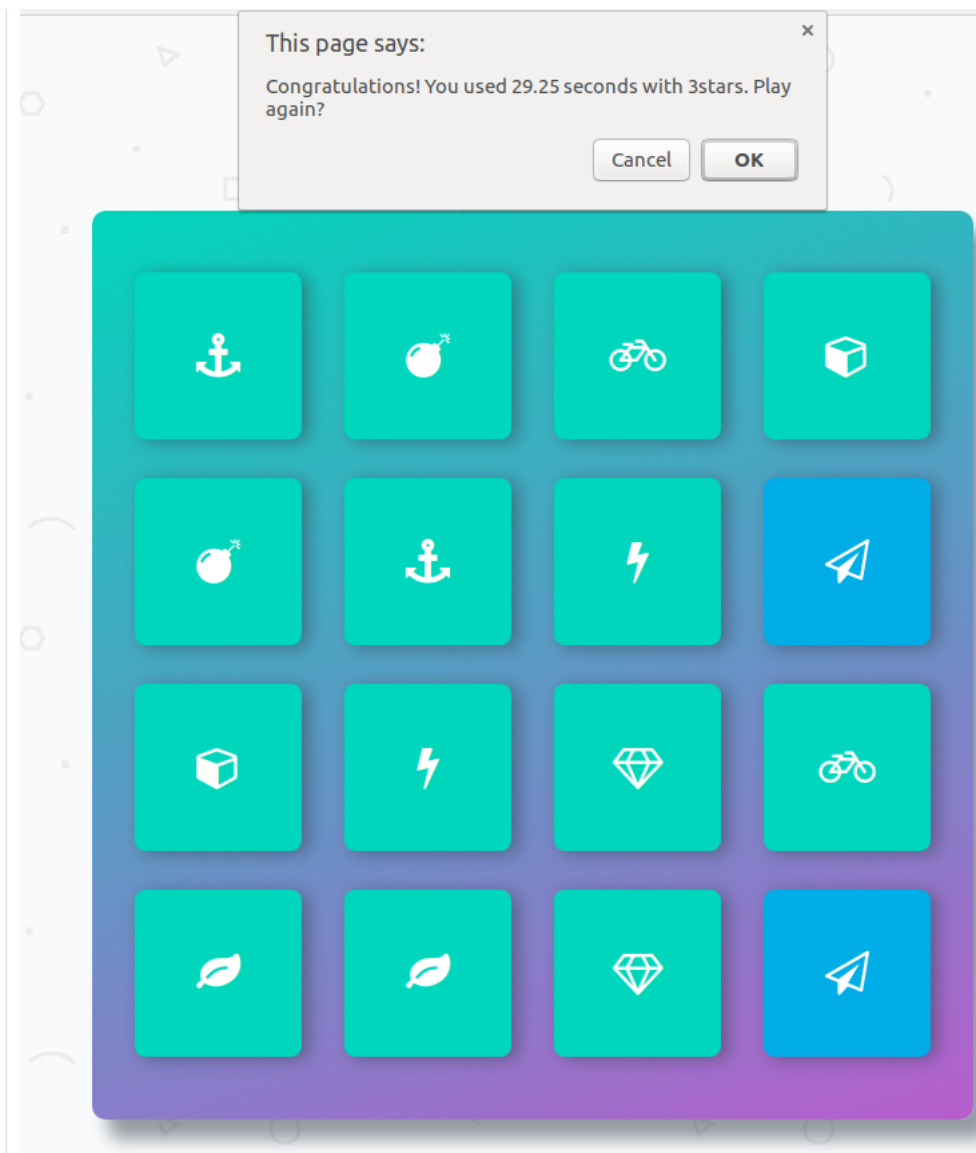
Game Behavior

The game randomly shuffles the cards. A user wins once all cards have successfully been matched.

You did great here. Nothing breaks during and when the game is completed. Excellent work with the shuffling too.

When a user wins the game, a modal appears to congratulate the player and ask if they want to play again. It should also tell the user how much time it took to win the game, and what the star rating was.

Implementation rightly did this part. You K.O.ed. This modal also has an awesome animation. Well done.



A restart button allows the player to reset the game board, the timer, and the star rating.

The game displays a star rating (from 1-3) that reflects the player's performance. At the beginning of a game, it should display 3 stars. After some number of moves, it should change to a 2 star rating. After a few more moves, it should change to a 1 star rating.

The number of moves needed to change the rating is up to you, but it should happen at *some* point.

When the player starts a game, a displayed timer should also start. Once the player wins the game, the timer stops.

Awesome! The timer follows the state of the game correctly.

Game displays the current number of moves a user has made.

Nice job! Moves are correctly implemented and displayed to the player. Clicking on a single card twice does not break the logic. Well done.

Interface Design

Application uses CSS to style components for the game.

Awesome! The game interface can speak for itself, it's very stylish and responsive with some great animations portraying matched and mismatched cards. It's actually attractive to play.

All application components are usable across modern desktop, tablet, and phone browsers.

Great work here. The application works across desktop, tablet and phone modern browsers browsers.

More In-depth Knowledge

<http://www.inserthtml.com/2011/08/making-website-fit-screen/>

https://www.codecademy.com/en/forum_questions/532619b28c1ccc0cac002730

<https://stackoverflow.com/questions/17229183/how-to-make-mobile-page-fit-on-the-screen-once-open>

<http://ccm.net/faq/2171-adjust-your-website-to-fit-all-resolutions>

Documentation

A **README** file is included detailing the game and all dependencies.

Comments are present and effectively explain longer code procedure when necessary.

Code is formatted with consistent, logical, and easy-to-read formatting as described in the [Udacity JavaScript Style Guide](#).

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