This dom project meets these requirements:

1. Built with HTML, CSS and JavaScript (must be visual and use the DOM not the Console)
2. Hosted on Github pages
3. Commits to Github every day
4. A README.mdfile with explanations of the technologies used, the approach taken, a link to your live site, installation instructions, unsolved problems, etc.

**This is a two-player game memory game:**

**A win state: once all the cards have been played the player with the most matching pairs is the winner**.

**A game round over: the game round is over when all the cards are played.**

**The timer: limit the time allowed between each flip of the card.**

**A lose state: no move until the timer down to ZERO, the player playing loses.**

**Multiple turns within one round of the game: if the cards are not a match they are turned back over, and it is now the next player’s turn.**

**The game flow:**

**The first player chooses a card and turns it over. Then the player selects another card and turns it over. If the two cards are a matching pair, the two cards remain face up and the player scores +1. The player is awarded another turn for making a match and goes again.**

**If the cards are not a match they are turned back over and it is now the next players turn.**

**The next player chooses their first card and turns it over. Then the player selects another card and turns it over. If they are successful at making a match, the two cards remain face up and the player scores +1.**

**If they are unsuccessful in making a match they flip the cards back over and play is passed to the next player.**

**A player’s turn is not over until they are unable to make a matching pair.**

**The game continues in this fashion until all the cards are played.**

**Development approaches:**

1, Set up the play board: html, CSS. Create the layout for the game.

2, display 12 cards, and make duplicates to 24 cards total.

3, shuffle the cards

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