

Memory game - next tasks

- onClick event
 1. Add card to Global selected cards if is less than 2 cards else return
 2. If global selected cards is only 1 so add displayCard comment and return
 3. Check the global selected cards if is correct call to match function
 4. Else hide the cards again
 5. Reset global selected cards list after timeout
- Create display and hide functions
 1. Get element or id and display or hide the card
 2. (extra add animation)
- Create remove function
 1. Get element or id and Remove the card from displaying and remove the events from the card
 2. (extra add animation)
- Create match function
 1. Check the match in the selected cards list and handle the match.
- Add number of players form
 1. (also can add name for each player)
- Add players and score
 1. Add the players to html after get the players and set scores to 0
 2. Add current player turn variable and handel switch player on each turn
 3. If player have match add score to the player, update ui and keep the current player turn

Extras

- Add images to cards
- Add animations
- Add different cards amount selection
- Background music
- Anything that comes to your mind