Web Development – Mr. Turner

Project – Level 2 Match Game

Project Overview

The match game is an intense, competitive game where you are revealing images in a desperate search for two that match. As you find matches, those images will be revealed, but watch out! The computer is keeping track of the number of times you click and judging your every move.

Display

The game will show on a simple 4 by 4 grid. Your display is very important. The page should be inviting and intuitive.

- The grid will display 16 identical images, each indicating that the real image is hidden.
- Include brief instructions on how to play.
- Below the grid will be the score.
- Below the grid will also be a reset button.

Functionality

The game mechanics are simple. The user will click on an image to reveal it. It will stay revealed until the user clicks on a second image. If both images match, they will stay revealed. If they don't, they will both change back into the hidden icon. Once all of the images have been revealed the game ends.

The score is determined by the number of clicks. Each time the user clicks on one of the images, add 1 to the score (the lowest possible score is 16 if you already know where all of the images are or you are insanely lucky).

When the reset button is clicked, all of the images will return to the hidden icon and the score will reset to 0.

Enhancements

1. Create a series of comments that the computer might say based on the user's score. A very low score would generate compliments. A mid-range score would generate encouragement. A high score would generate something off handed or not particularly flattering.
2. Randomize the positions of the images when the program runs or is reset.