

**<head> <style>**

**<body> <script> :**

**Erzähle (dich selbst) mit Code**

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## # Introduction

"Let's Remember Her" is a website created to honor the late Iranian artist Iran Darroudi. The site features an interactive memory game showcasing her famous paintings, making it an engaging way to learn about and appreciate her art.

## # Concept and Objective

The core idea behind the website is to create an engaging and interactive experience that highlights Darroudi's work through a memory game. By implementing a memory game, users can interact with Darroudi's art by matching pairs of cards in a playful manner, thus fostering a deeper connection with her legacy.

## # Technology Stack

- Frontend:** HTML, CSS, JavaScript
- Libraries Used:** jQuery, Dragdealer.js,
- Deployment:** Netlify

## # Features

- Memory Game:** Users drag canvas and click on cards to find matching pairs of paintings.
- Information Section:** A dedicated area providing background information on Iran Darroudi and her artistic journey.

## # Design Elements

- Color Scheme:** The site uses a grayscale color palette to give space to the colours of Darroudi's paintings.
- Typography:** Elegant and readable fonts to complement the visual style of the artwork.
- Layout:** A grid-based layout to organize the memory game cards.

## # Game Mechanics:

The game is designed in a grid layout, with the main canvas consisting of four sections. The canvas is larger than the visible part in the browser, initially displaying only one section with some of the cards to the player. The drag functionality of the canvas creates interactivity, giving the player a playful and slightly mystical experience as they search for matching cards in the other sections. There are also buttons which the user can use to navigate to other sections of the canvas. The 3D flip effect provides a smooth and aesthetically pleasing movement when users click on each card.

To make the game less confusing, after clicking on two cards, no more cards will flip if the player continues clicking. Each time, the player can reveal two cards. If they match, they remain revealed; if not, they flip back again.

## # Flip Functionality Design and Implementation

The flip functionality is designed and programmed as follows:

### # HTML Structure:

Each card is a “div” with the class **item**, containing two images representing the front and back faces of the card.

### # CSS-Styling:

The item class is styled with **transform** and **transition** properties to create a 3D flipping effect. When the flip class is added, the card rotates 180 degrees.

### # JavaScript Logic:

- **Event Listener:** Each card has a click event listener that triggers the flipCard function.
- **FlipCard Function:** This function handles the flipping logic. It checks if the board is locked or if the clicked card is the first card. If not, it adds the flip class to the card.
- **Match Checking:** After the second card is flipped, the checkForMatch function compares the data-framework attributes of the two cards. If they match, the cards are disabled; if not, they are unflipped after a short delay.

## # Drag Functionality Design and Implementation

The drag functionality is implemented using the Dragdealer.js library:

### # HTML Structure:

The game area is wrapped in a div with the class **dragdealer**, containing a handle that can be dragged.

### # JavaScript Logic:

- **Dragdealer Initialization:** The Dragdealer class is initialized on the canvas-mask element, enabling dragging functionality.
- **Customization:** The drag behavior is customized with options like speed and snapping, allowing smooth vertical and horizontal dragging within the game area.
- **Event Binding:** Click events are bound to the wrapper to control the drag behavior, ensuring the game remains interactive and responsive.

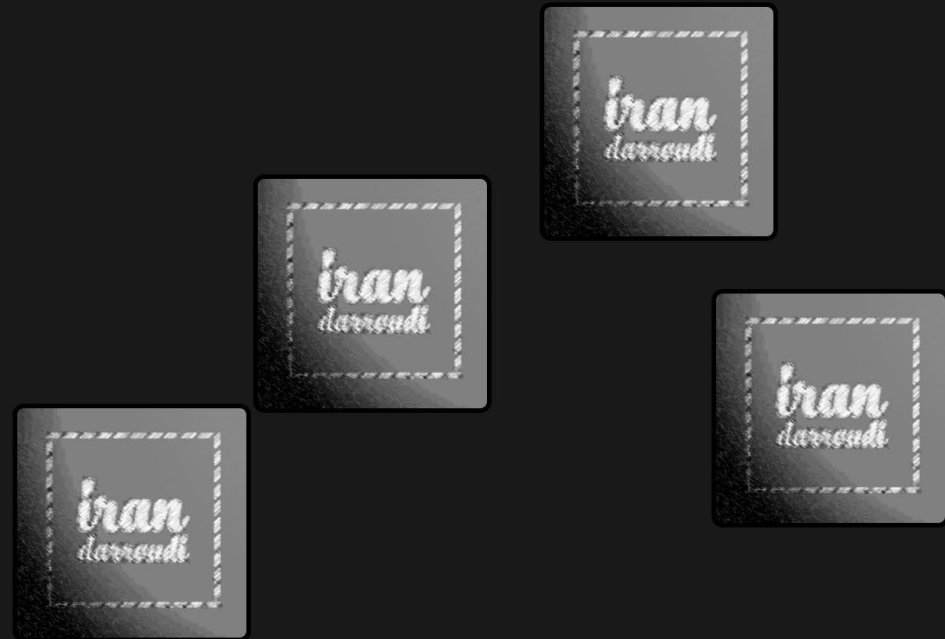
## Main Page of the Website

### Iran Darroudi

Iran Darroudi (2 September 1936 – 29 October 2021) was an Iranian contemporary artist. Her art consists of surreal paintings dealing with Iranian themed imagery and strong lighting. She lived between Tehran and Paris for many years. This project is dedicated to her and her art. To know more about her please [click here](#).



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Each time the user clicks,  
maximum two photos will  
be shown. If they match,  
they remain on the canvas  
as matched cards.

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User can find the other matches in different sections of the canvas using the drag functionality or the buttons designed in each section of the canvas. It continues until all cards are matched and revealed.



**The source code is available [here](#)**