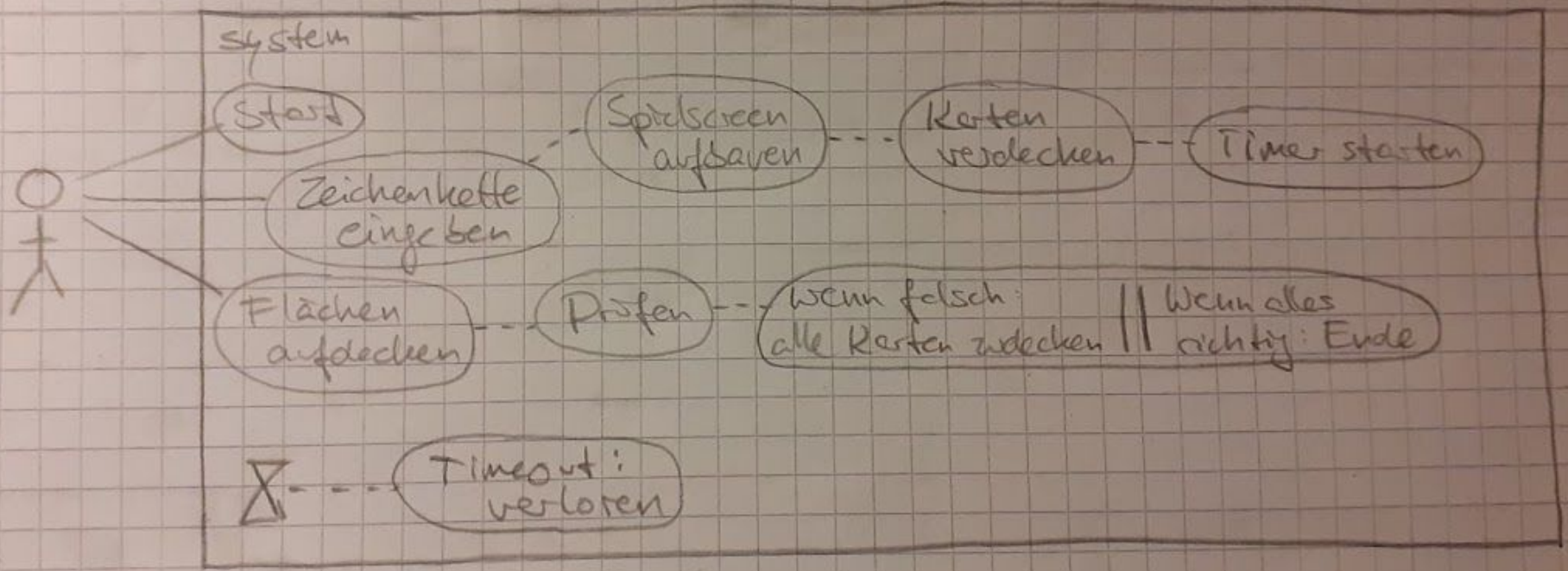
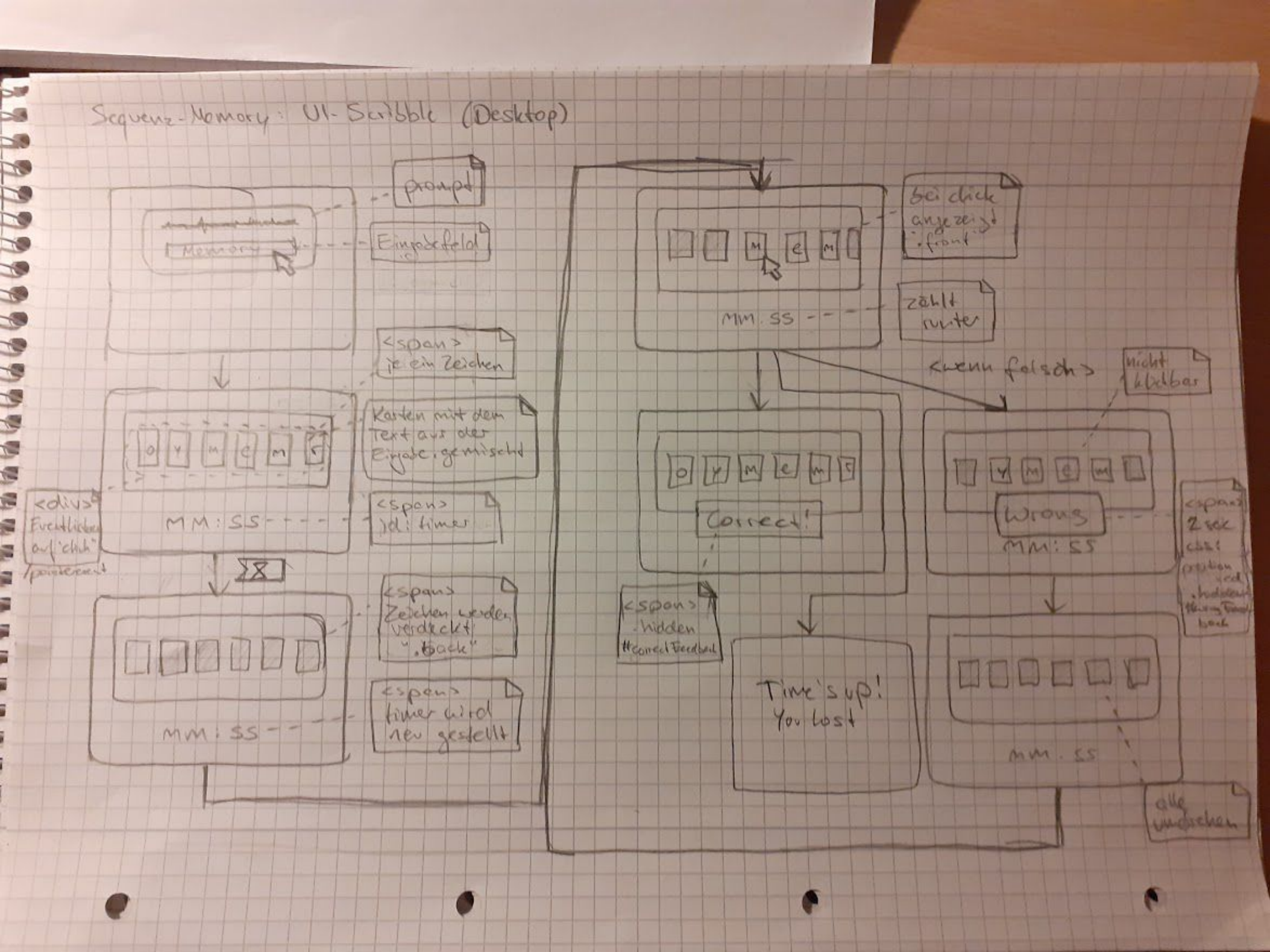
Sequenz-Memory: Use-Case-Diagram




Sequenz-Memory: UI-Scribble (Desktop)
prompt
Memory
Eingabefeld

je ein Zeichen
Karten mit dem Text aus der Eingabe gemischt

Eventlistener auf 'click'
MM:SS

id: timer

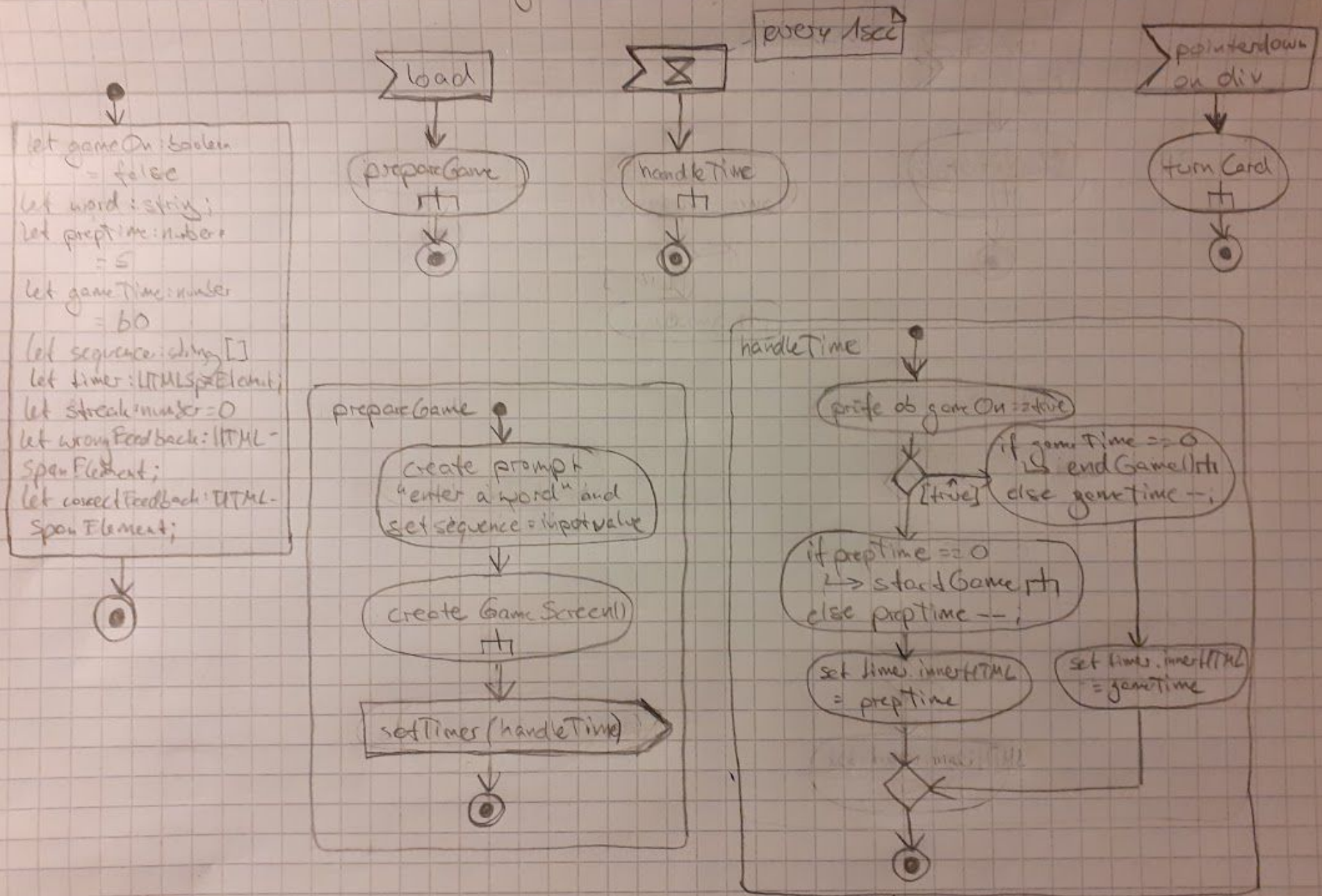
Zeichen werden verdeckt
".back"

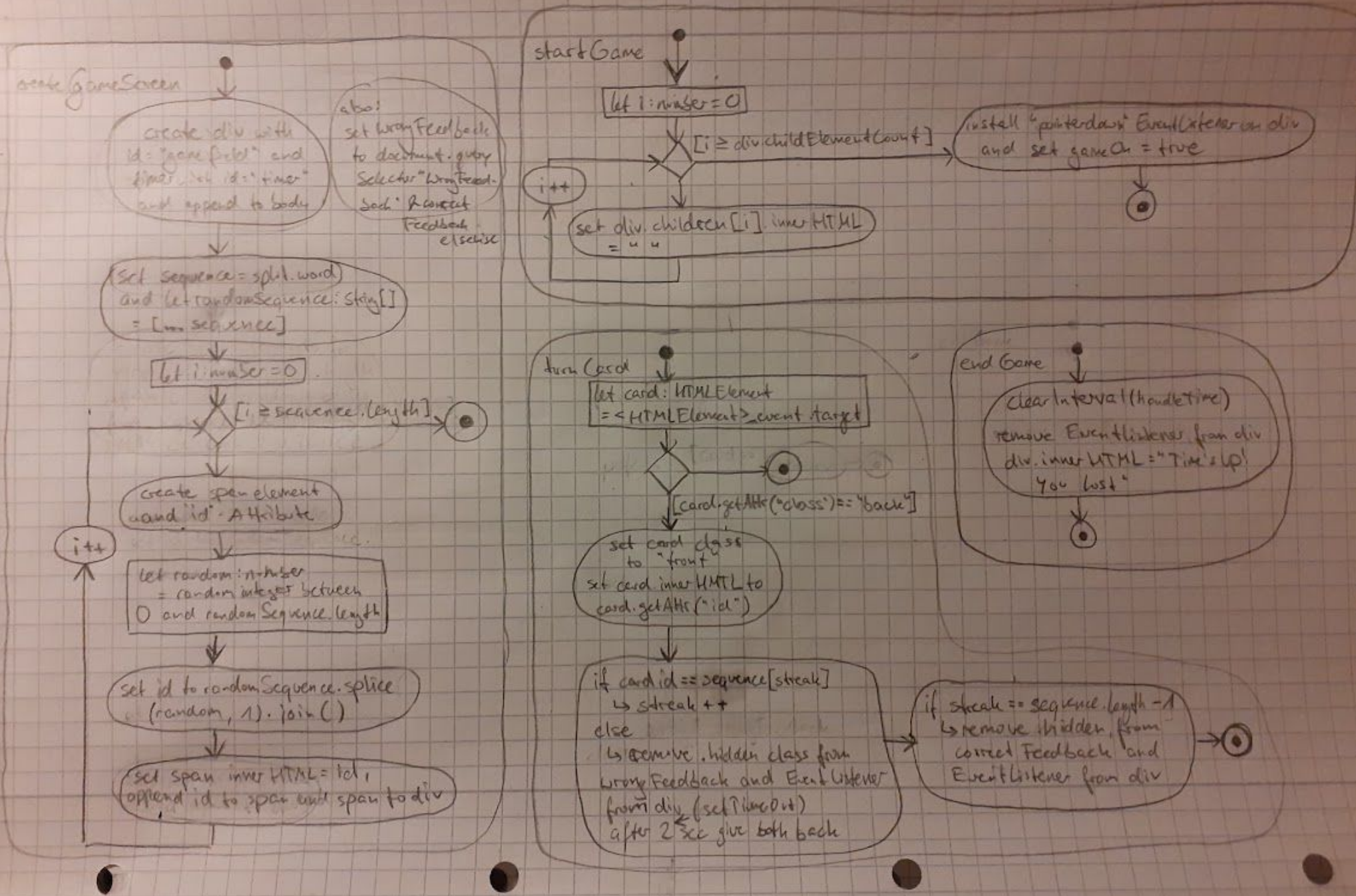
timer wird neu gestellt
MM:SS
bei click angezeigt
".front"
zählt runter
MM:SS
<wenn falsch>
nicht klickbar

.hidden
#correctFeedback
Correct!
Wrong
MM:SS

2 sek
class:
".hidden"
Time's up!
You lost
MM:SS
alle umdrehen

Sequenz - Memory : Aktivitätsdiagramm




createGameScreen
create div with id="game field" and timer, let id="timer" and append to body
also: set wrongFeedback to document.querySelector("wrongFeedback") & correctFeedback elsewise
let sequence = split.word and let randomSequence: string[] = [...sequence]
let i: number = 0
[i ≥ sequence.length]
create span element and "id"-Attribute
i++
let random: number = random integer between 0 and randomSequence.length
set id to randomSequence.splice (random, 1).join()
set span innerHTML = id, append id to span and span to div
startGame
let i: number = 0
[i ≥ div.childElementCount]
install "pointerdown" EventListener on div and set gameOn = true
i++
set div.children[i].innerHTML = "?"
turnCard
let card: HTMLElement = <HTMLElement>event.target
[card.getAttr("class") == "back"]
set card class to "front" set card innerHTML to card.getAttr("id")
if card.id == sequence[streak] ↳ streak++
else ↳ remove .hidden class from wrongFeedback and EventListener from div (setTimeOut) after 2 sec give both back
if streak == sequence.length - 1 ↳ remove .hidden from correctFeedback and EventListener from div
endGame
clearInterval(thaudeTime) remove EventListener from div div.innerHTML = "Time's up! You lost"