

GameScreen UI - Scribble

<input> type="range"

MEMORY

Lorem Ipsum dolor sit amet, consectetur adipiscing elit.

Enter your word: ...

Choose the Size

Select your Countdown

10 sec

Select the Font

Arial

Select the Color

back

font

font

Start Game

<input> type="color" value="choose from color picker"

<button>
Event listener at

<input> string

<div> Random

fields

Events
click

be dieck
umgedicht

MEMORY

□ □ □ a <-

Sec: - min: -

Stunde wo

You lose!

es!
win!

Choose Cardsize,
color, colors & time

Insert word for
cards

Start Game via button

Flip cards over

lose game when time runs