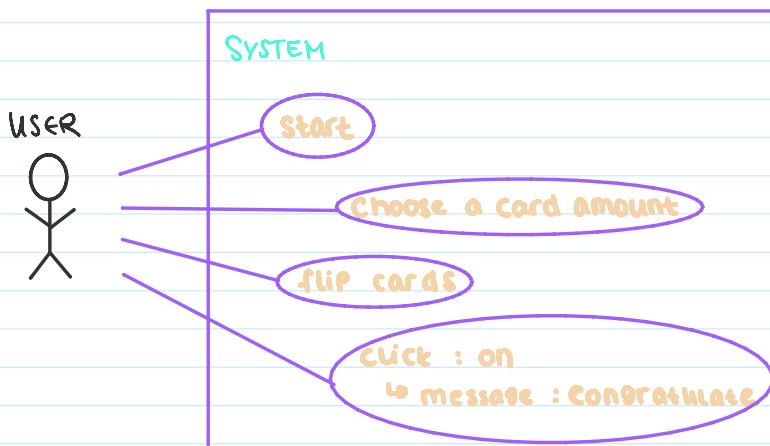


## L02-Sequenzmemory

Mittwoch, 3. November 2021 13:45

### 1. Anwendungsfalldiagramm



### 2. UI - SKIZZE

#### Startbildschirm

<h1> START MEMORY GAME

<h2> Choose your difficulty

**easy**   **normal**   **hard**

buttons

<select><option>  
id = difficulty →  
startButton

difficultys:  
easy = 20 cards  
normal = 30 cards  
hard = 40 cards

#### Spielfeld

EASY GAME <h2>



<div>  
id = Spielfeld  
spielfeldEasy / spielfeldNormal / spielfeldHard

<span>  
class = Card

Points : 0

<p>  
id = Points

Timer : 00:00ms

<p>  
id = counter

### 3. Aktivitätendiagramm

