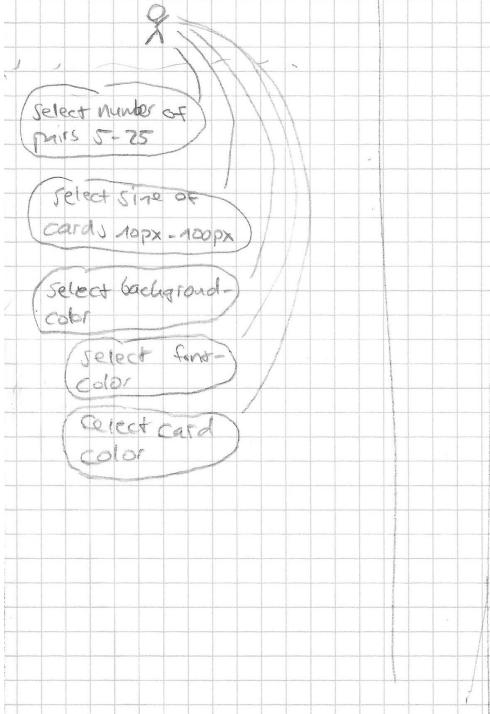
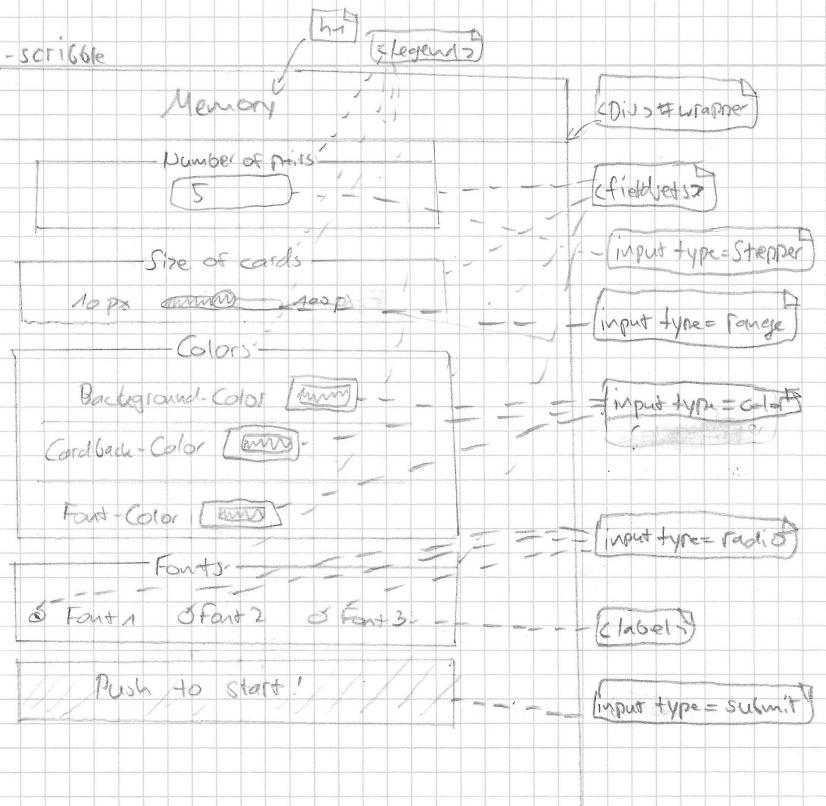


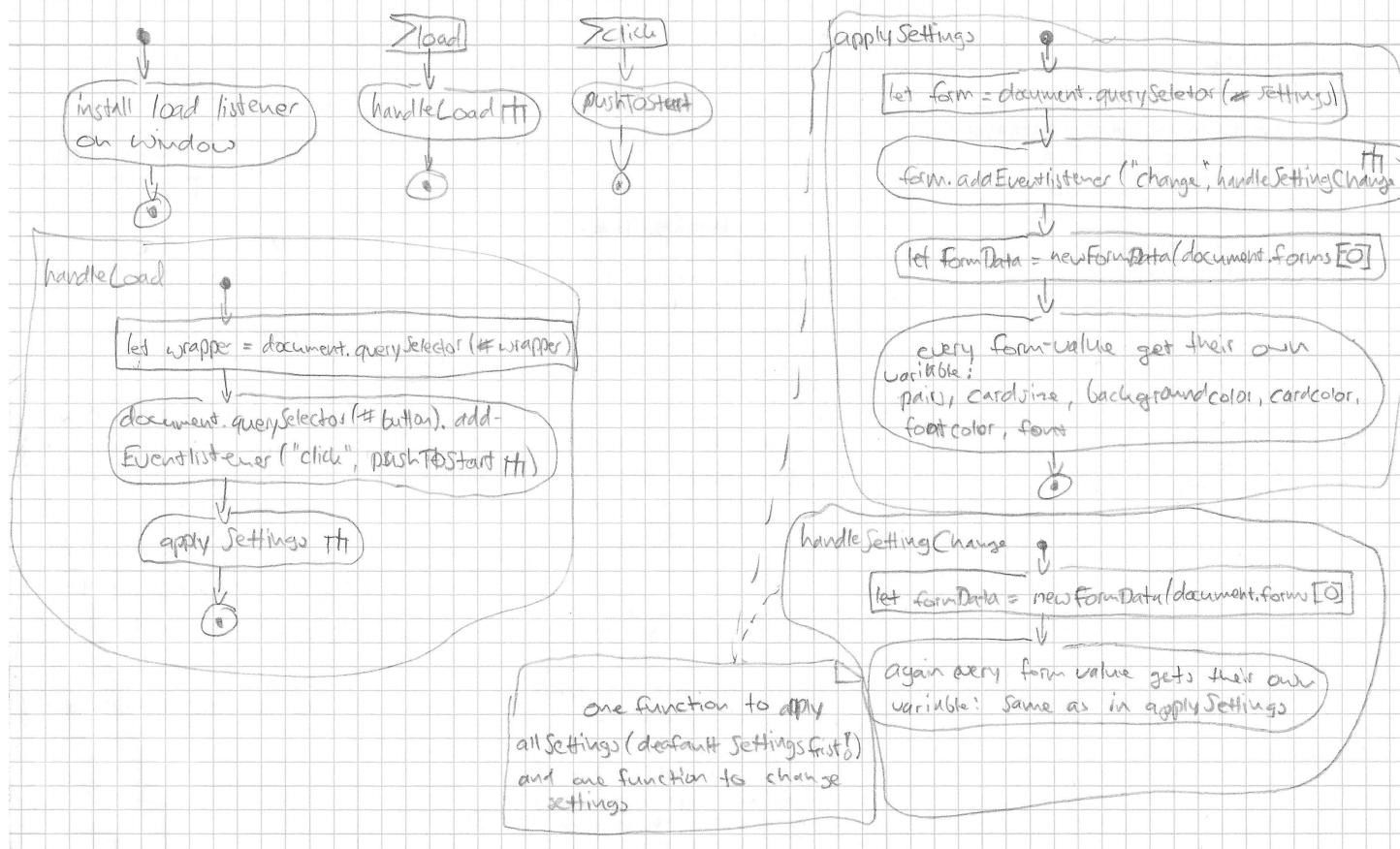
Settings Use Case Diagram



Settings UI-scribble



Memory Settings Activity diagram



pushToStart

body.style.backgroundColor = backgroundColor
body.style.fontFamily = font
body.style.color = fontColor

wrapper.innerHTML = ""

CreateCards thi

dealCards thi

turner thi

CreateCards

for-loop that iterates
2 times (pairs!)

in that for-loop:
another for-loop that iterates
as many times as the number
of pairs selection

let donecard: Card = {value: values[i]}

push the created cards in a
Card array: allCards.push(donecard)

dealCards

shuffle thi

for-loop → allCards.length

card = createElement("div")

card.className = allCards[i].value

card.style.fontSize = 0px
style backgroundColor
style fontColor
style font
style cardSize

card.addEventListener("click",
turnFirstCard thi)

wrapper.appendChild(card)

shuffle thi

shuffle the cards
randomly

every card in the
allCards - array switches
the place with another

turnFirstCard

this.style.fontSize = cardSize * 0.8

push card in the turnedCards and
turnedDivs arrays

turnedCards.push(this.classList[0])
turnedDivs.push(this)

remove the EventListener for the
function turnFirstCard from all
Card - divs

instead add a new EventListener
to all cards for the function
turnSecondCard thi

turnSecondCard

this.style.fontSize = cardSize * 0.8

turnedCards.push(this.classList[0])
turnedDivs.push(this)

body.style.pointerEvents = "none"

set a timeout function for 2
seconds

turnedCards[0] → turnedCards[1] → [turnedCards[0] == turnedCards[1]]

turnedDivs[0 and 1].
style.fontSize = 0

turnedDivs[0 and 1].classList.add("hidden")
turnedDivs[0 and 1].style.pointerEvents = "none"

victoryScreen thi

remove EventListeners for turnSecondCard for all Divs
instead add Event listeners for turnFirstCard to all Divs

body.style.pointerEvents = "all"

