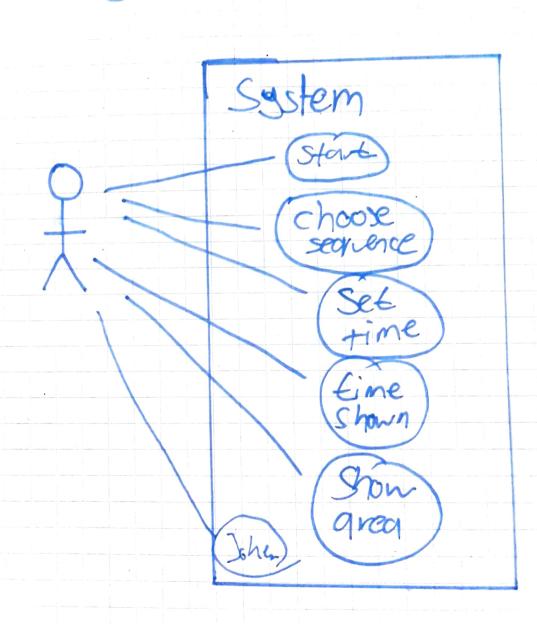
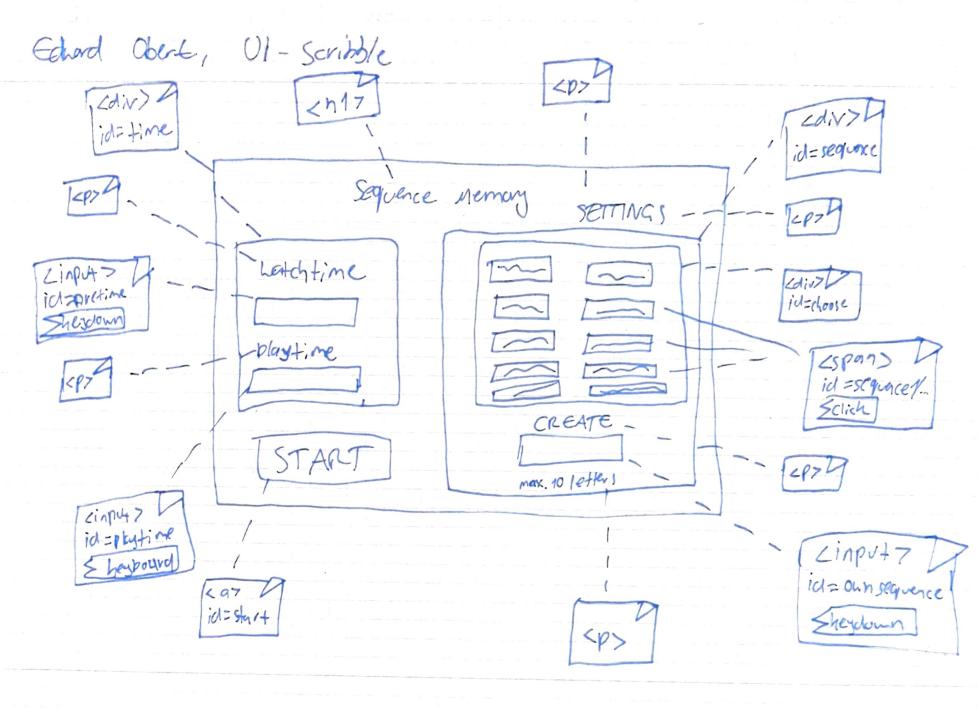
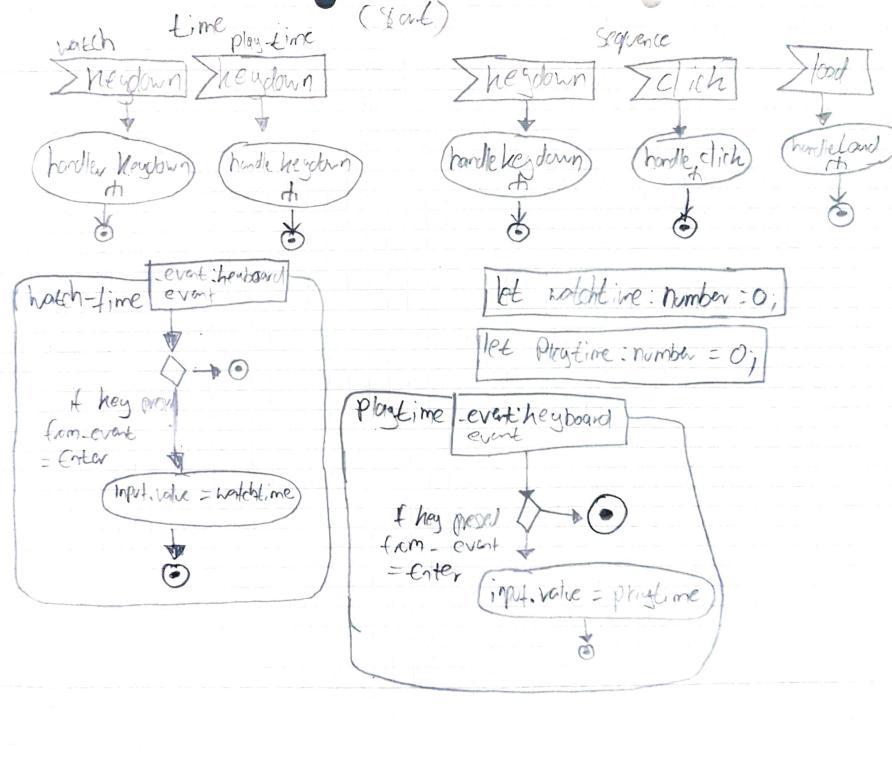
Sequenz Memory: Use - Case - Diagram

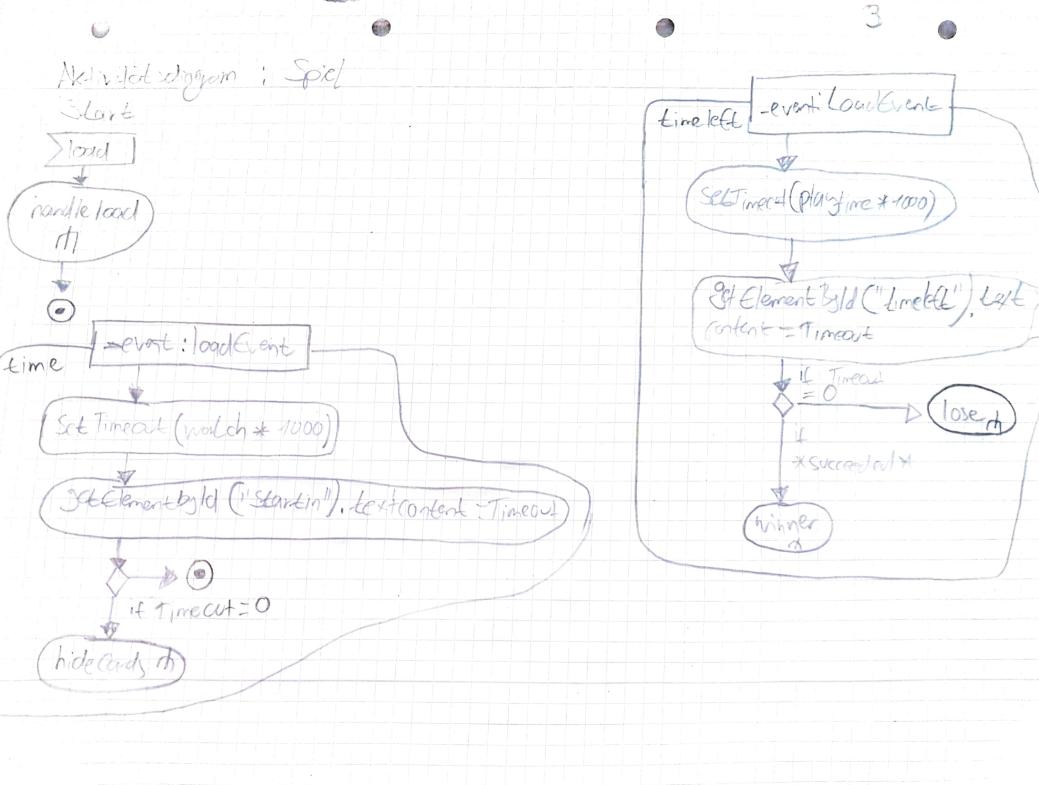




Edward Obert, UI-Scribble Z deanwer Ldiv7 4 W=ginesquerce id=gametime CPT START cspon7 L icl= Stert TIME CEFT -KSPAN id=timela NEW GAME 297 d-neughna id=memory (Span) widen id = letter Shegward Sclich



(Sal, Penary: Ahti Digamesi let sequence: String =" "; Chooc Equent Read; Moverent let sequence Arr []=[]; sequence = spon, value let sequence Mixed = [] = []; (Sequence AVV = sequence split ("11, 10) Ohnsquere event : Heybard til his overalled - (unit = Enter (Square = Input_value) (Sequence AVI = Sequence . Split ("11,10)



Millia Sdiggamm . Lane draw Egrence - event: Load Gest dvan Conds frent: Load Event 11: number = 0 (Sequere hixed = square Avr (mix sequence 1) 13ch Element by Id (answer + i) text Content = sequence Arr[i]; (14 inhumber = 0; if i= sequence Arr. length get Element By Id ("letter" +);). text content = sequence TA red []

Set Element Bold C'leter '+i) add Evant li Hener ("clich", open Card,

clich Medividals - Dasverna: Game handle clich hide Cords leti:numbe = 0: 1++ OpenCard - event: Move Grant Sel (Tement by 10 ("Tetter" + i)) Style = 1 Opx'; (Set Timpout (3000) of for Timeout 70 if i = sequence Mixed.length - even taget, style = "20px" & if timeut = 0 check letter _ if event lower text content Clay torget 9910 = "Opx" = Scyence AIV[i] It wot lost in style (check letter of) > 0 get Bild (anner "+i) byle = Bothground - "Green" gley (two)