

01 - Scribble: Memory

<p>
id=points

<p>
id=counter

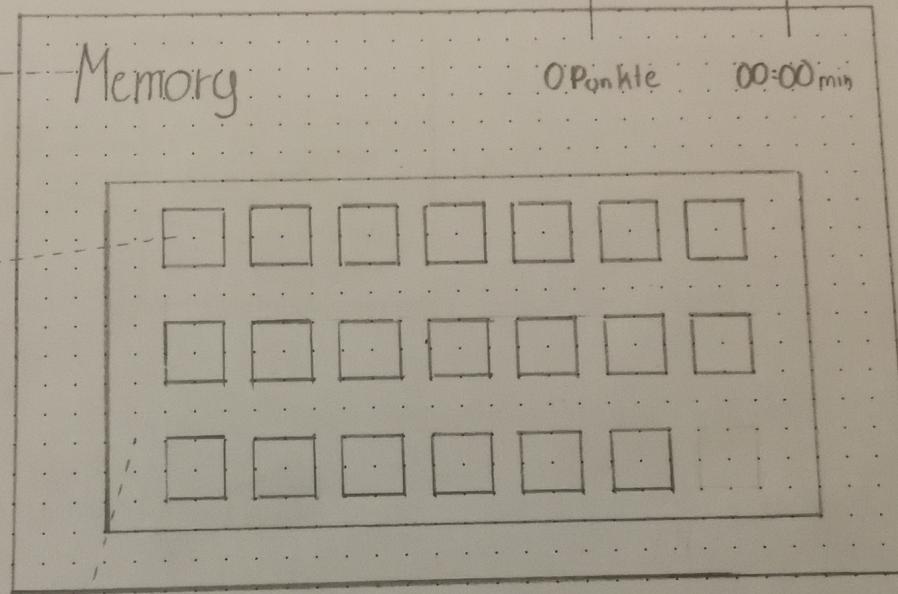
<h1>

Memory

0 Punkte

00:00 min

class=card
>Cards



<div>
id=Spielfeld
>playField

UI-Scribble:Memory - Starting page

<h1>

Welcome

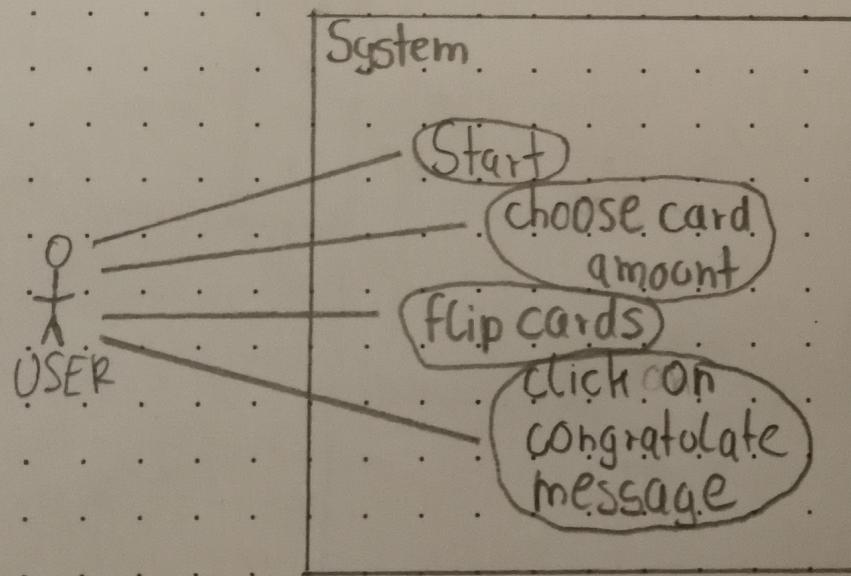
<h2>

Please choose your difficulty

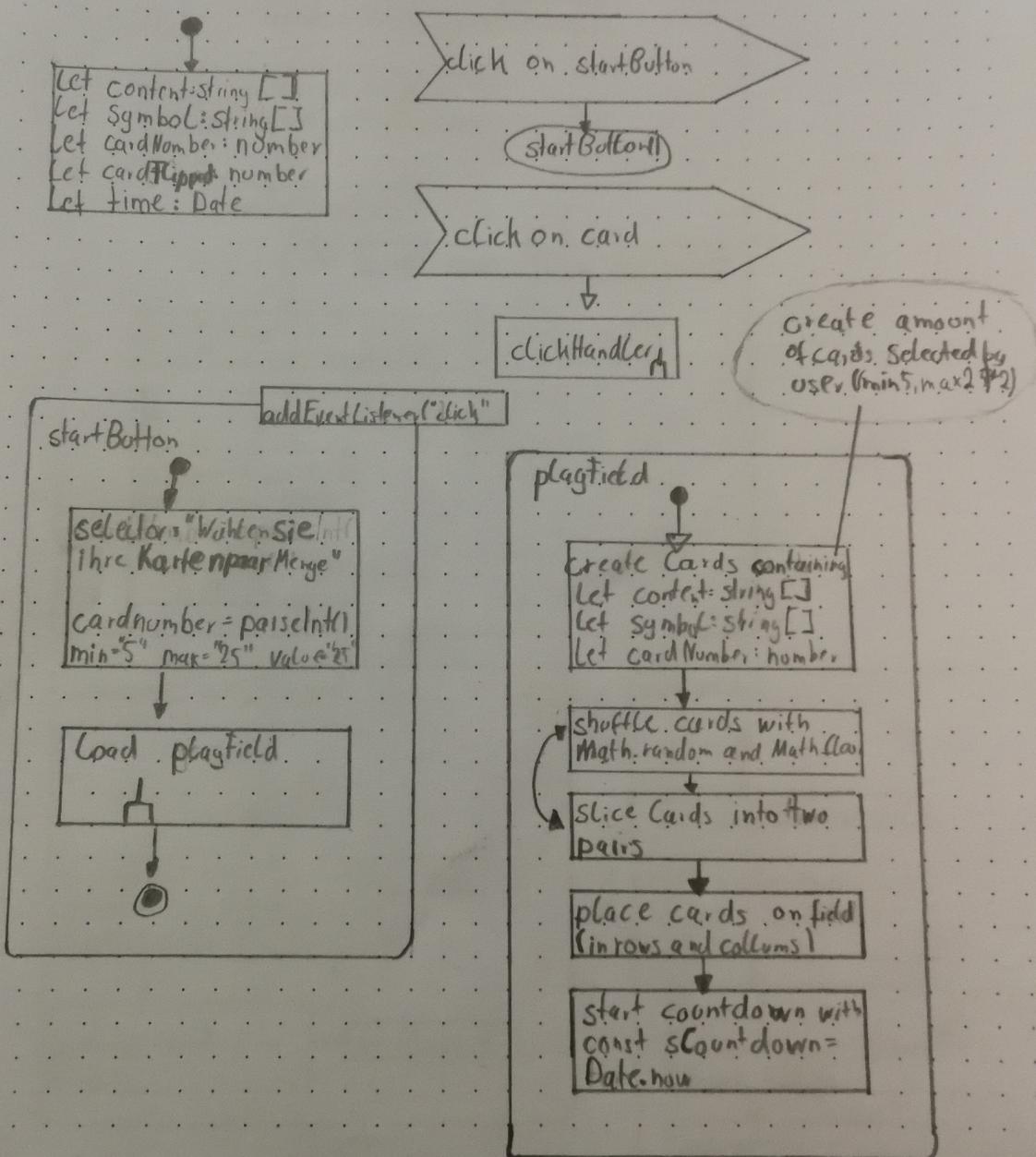
10 Kartenpaare

<select><option>
id=difficulty
<input>
>StartButton

USE-Case-Diagramm: Memory



Activity Diagram: Memory 1/2



Activity Diagram: Memory 2/2

