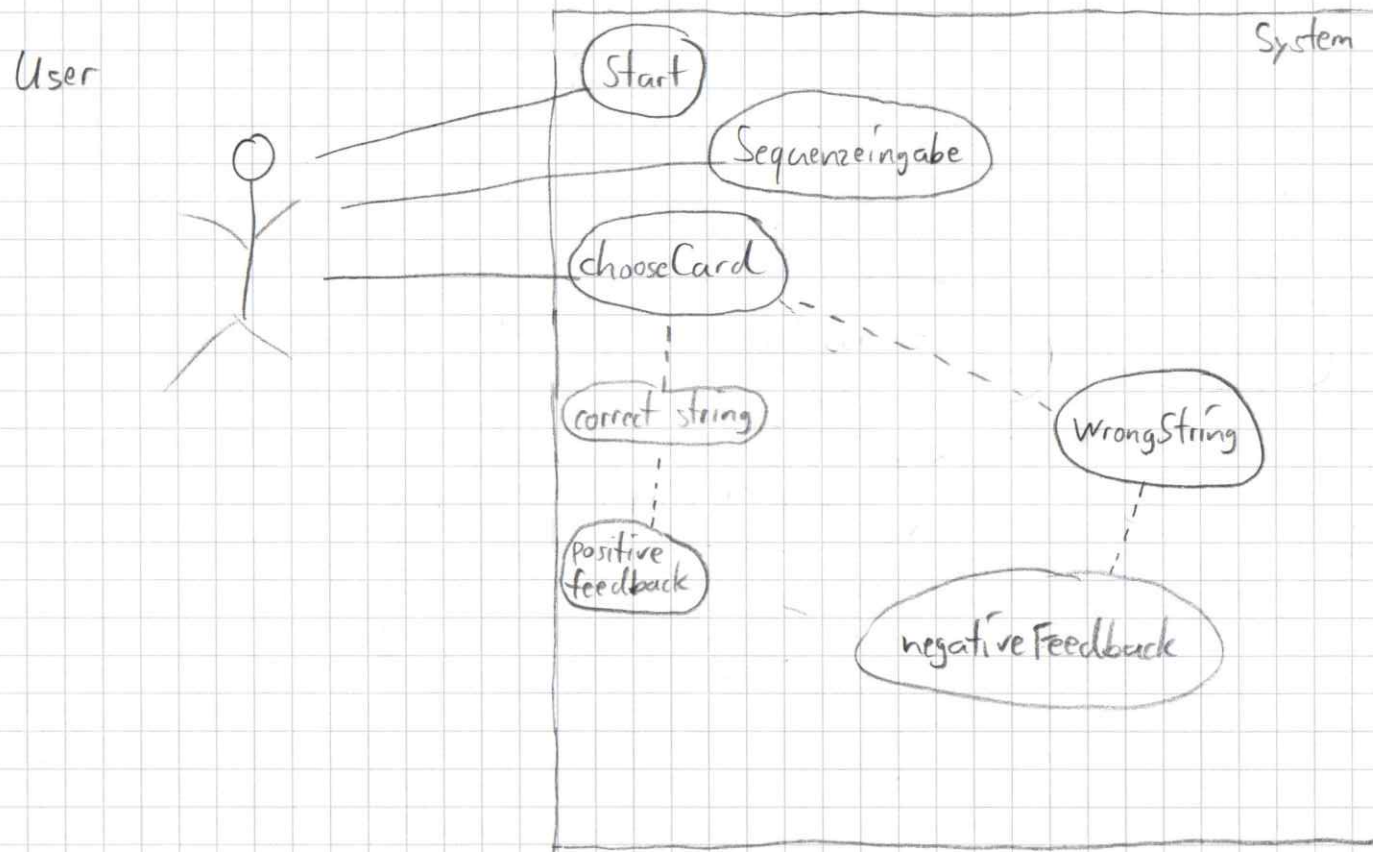
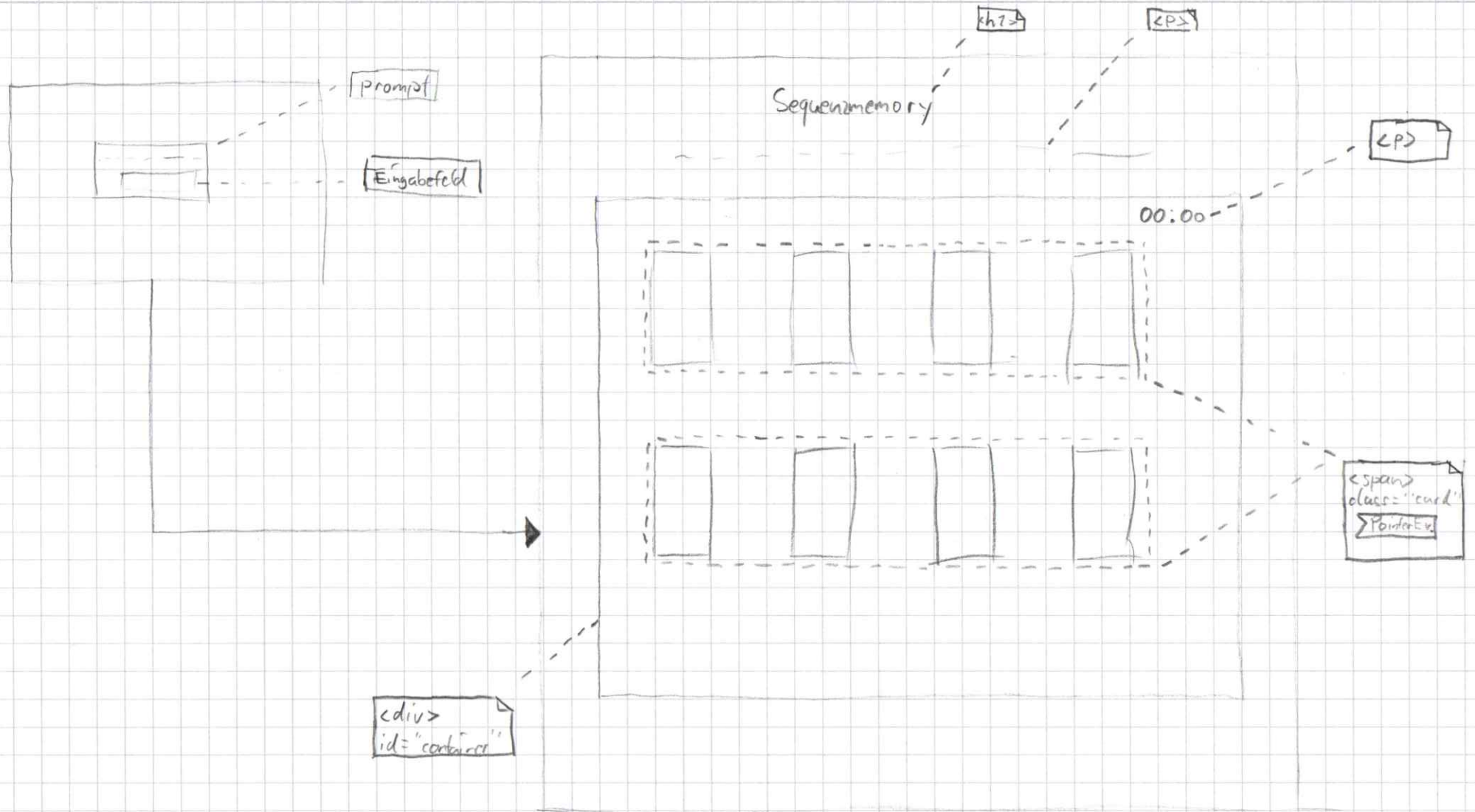


# Sequenzmemory: Use-Case-Diagram



# Sequenzmemory: UI-Skizze



# Sequence memory: Activity - Diagram

let sequenceArray:  
string[]

install load  
listener on  
window

Load

handleLoad

pointerdown

checkCards

let sequenceArray2  
string[]

startGame

set timer with  
setInterval

install pointerdown  
listener on span  
elements

checkCards

check if clicked span  
has the sequence in the  
right order

right sequence?

wrong sequence?

alert positive  
feedback

If sequence is  
finished alert  
("Game finished")

alert negative  
feedback

add class  
"hidden" to  
span

handleLoad

let: prompt  
= prompt

User Input: Sequence  
in prompt

createField

createField

sequenceArray =  
prompt.split(" ")

shuffle sequenceArray  
with math.random

create for loop.  
i: number = 0

i++

create span and add  
class "card"  
span.innerHTML = (sequenceArray[i])

after 2  
seconds

add class "hidden"  
to span

startGame

x2

\*1 key up?

\*2 span blockclass?

