Sequenzmemory: Usecase Diagram

Start

Zeichenkette Eingeben — Spielscreen aufbauen

Fläche Aufdecken — karten 10s zeigen

Prüfen — Karten verdecken

Wenn Falsch: alle Karten zudecken Wenn alles Richtig: Ende — Timer Starten

Timeout verloren

<Div>

Eingabe des Memory Eingabe

Monkey

Prompt

Var Word

Word

<span> id=_0

<span> id=_1

<span> id=_2

Monkey   00:03

M

Timer

innerhtml not hide

<Div>

Activity diagram

Wait for promp and write in Word

Install Build Listener

Build

hide <div>Promp

read number of letters and write in Var letters

read number of letters and write in Var letters

copy Array_word in Random_word

shuffle array randomword

[i = 0]

[i < letters]   [i == letters]   [i ++]

read char [I] of Word and write in Array_Word [i]

create new span with class=card and concatenation id = „_" + numtostring(i)

write Random_word[i] in innerhtml.„_"+ i

i = 0

after 10s

[i = 0]

[i < letters]   [i == letters]   [i ++]

hide innerhtml of id „_" + i

install touch listener on „_" + i

Start

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start

set timer 30s and show on screen

[i = 0]

[timer = 0]

show loosing allert

[i++]

show innerhtml of id=„_" + i

[i == letters]

clear var touch selection

[i < letters]

[touchSelection ≠ arrayword[i]]

[touchSelection == arrayword[i]]

i==0

[i < letters]   [i == letters]

hide innerhtml of „_" + i   [i ++]

i==0

stop timer

show winning alert

Touch

copy innerhtml selection in Var touchSelection