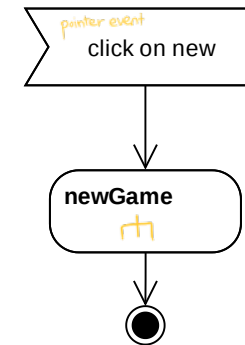
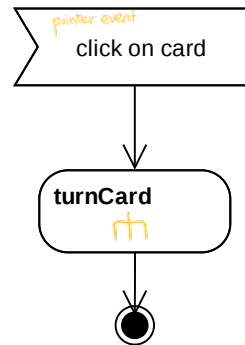
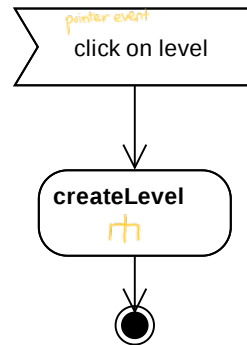
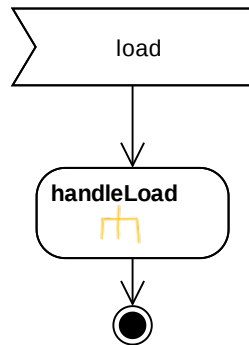
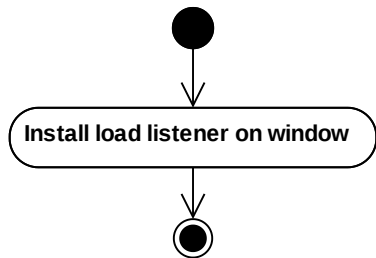
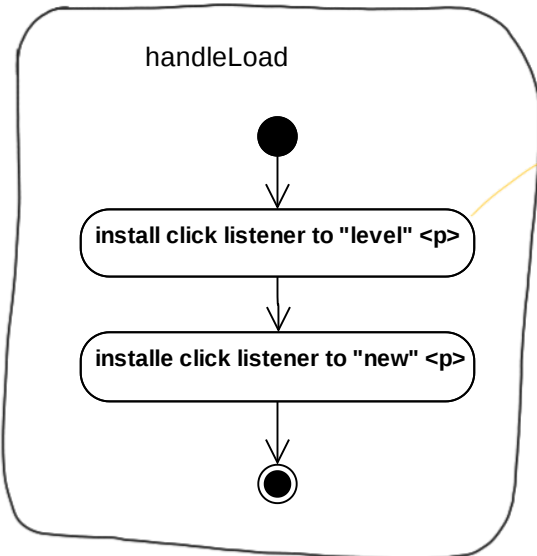


# Verbesserungen

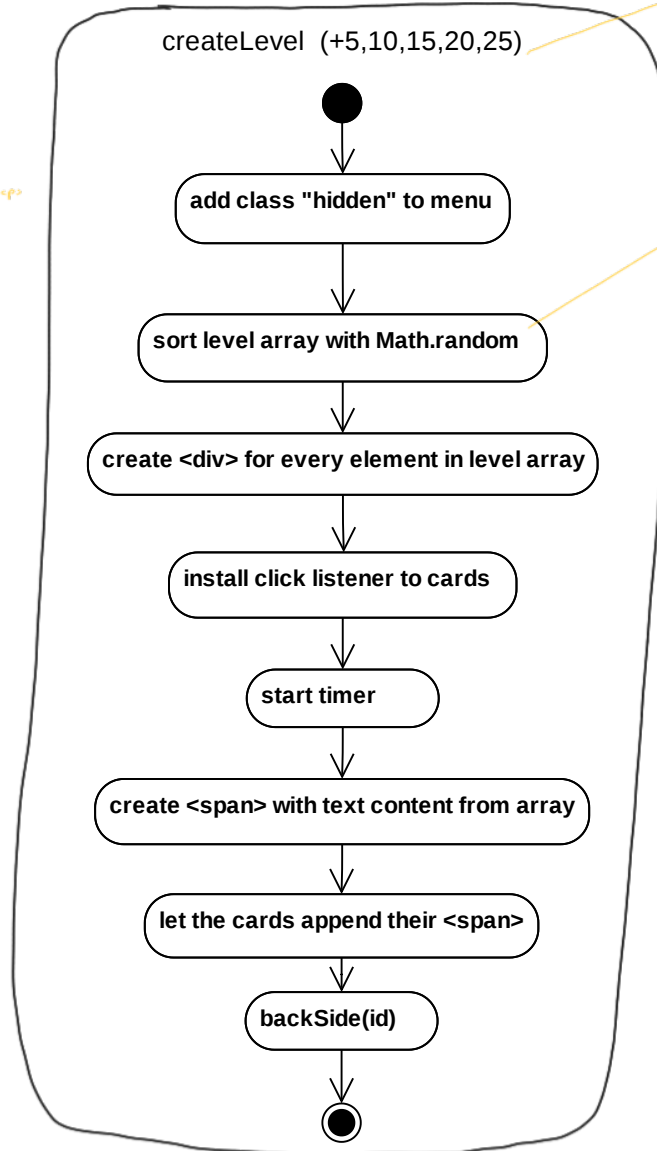
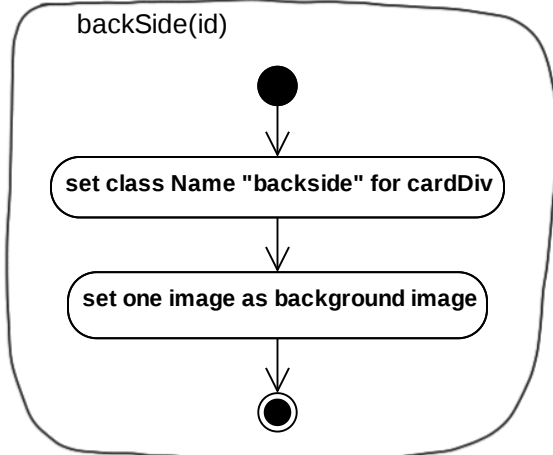


es muss auch auf Tablet / smart phone funktionieren!

Gabeln vergessen

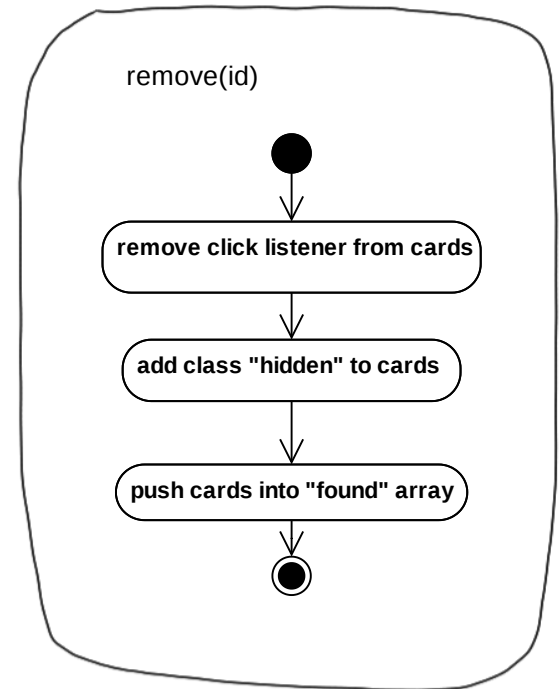


für jedes "level" eine eigene ID

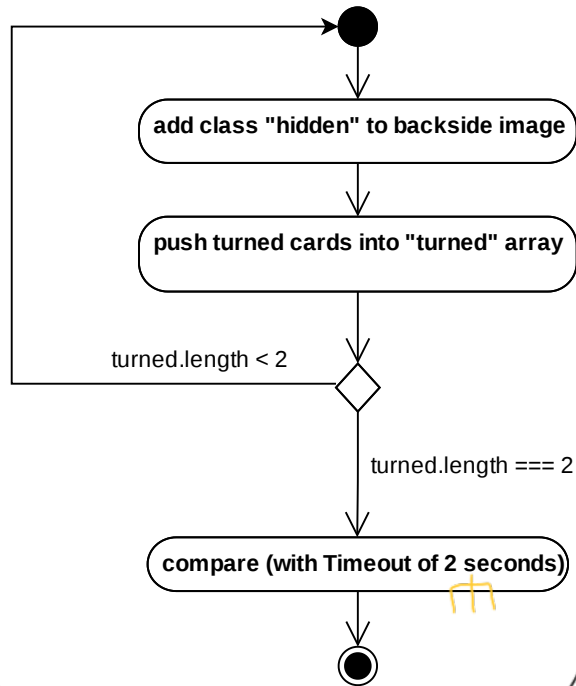


für jedes Level eine eigene Funktion z.B. createLevel5 oder createLevel20

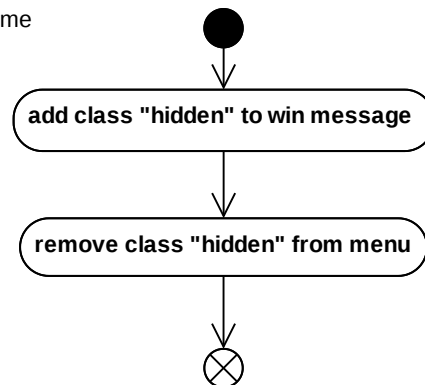
array / interface wird vorher definiert für jedes Level, alle Karten so das jeweilige Level mit Inhalt und Name



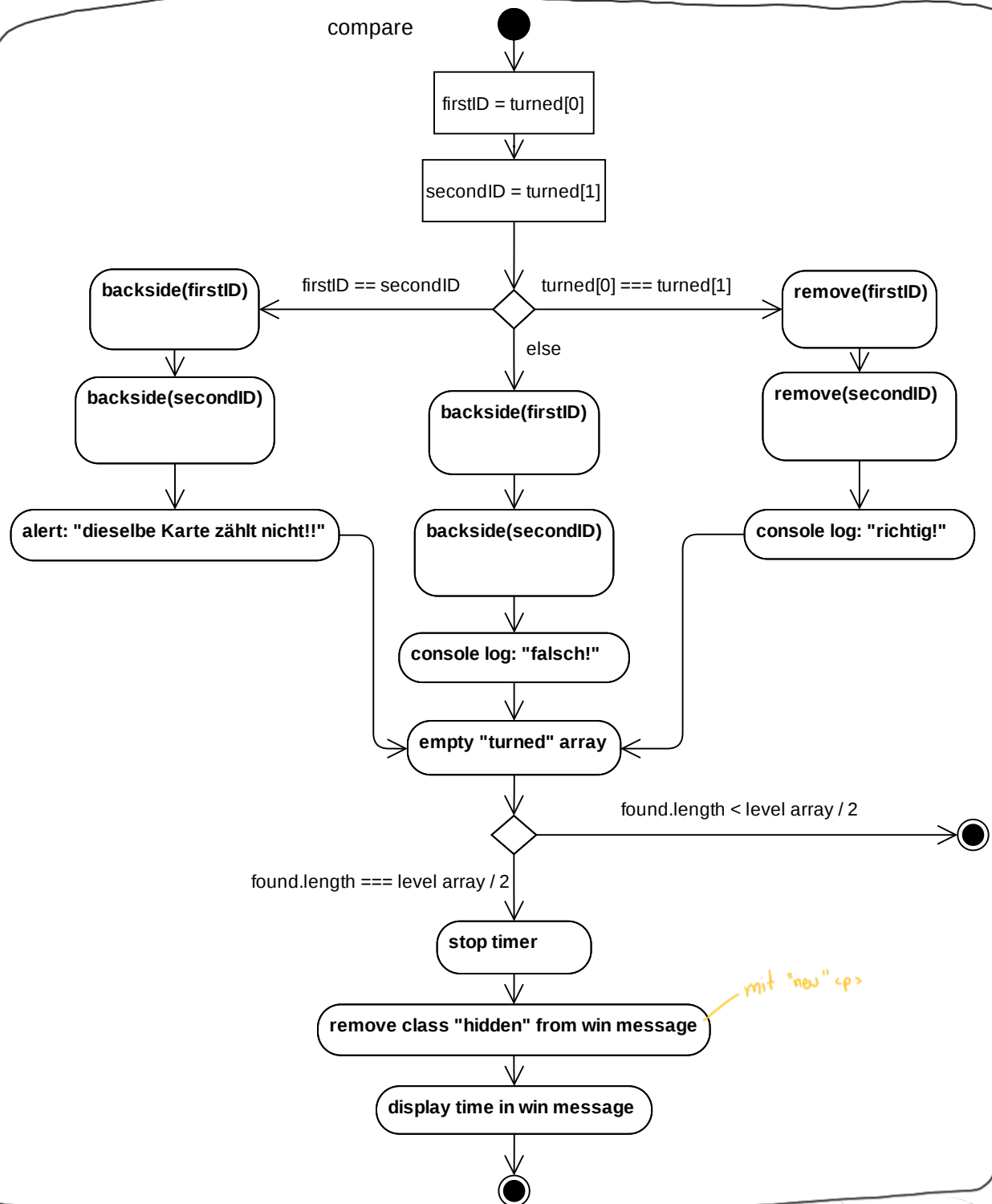
## turnCard



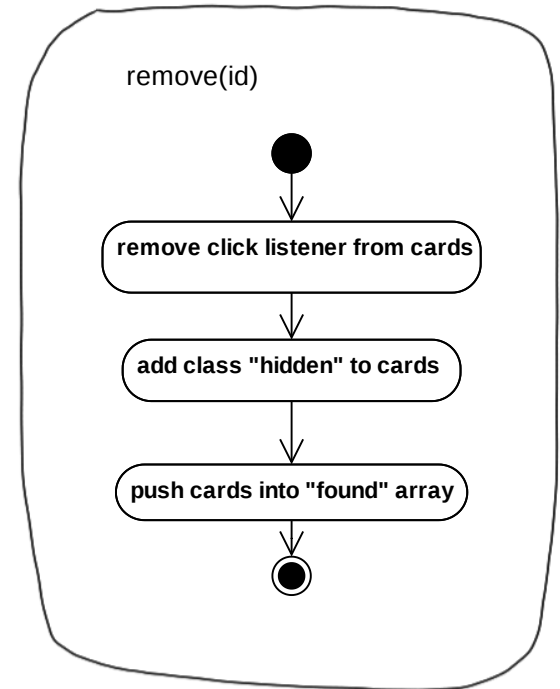
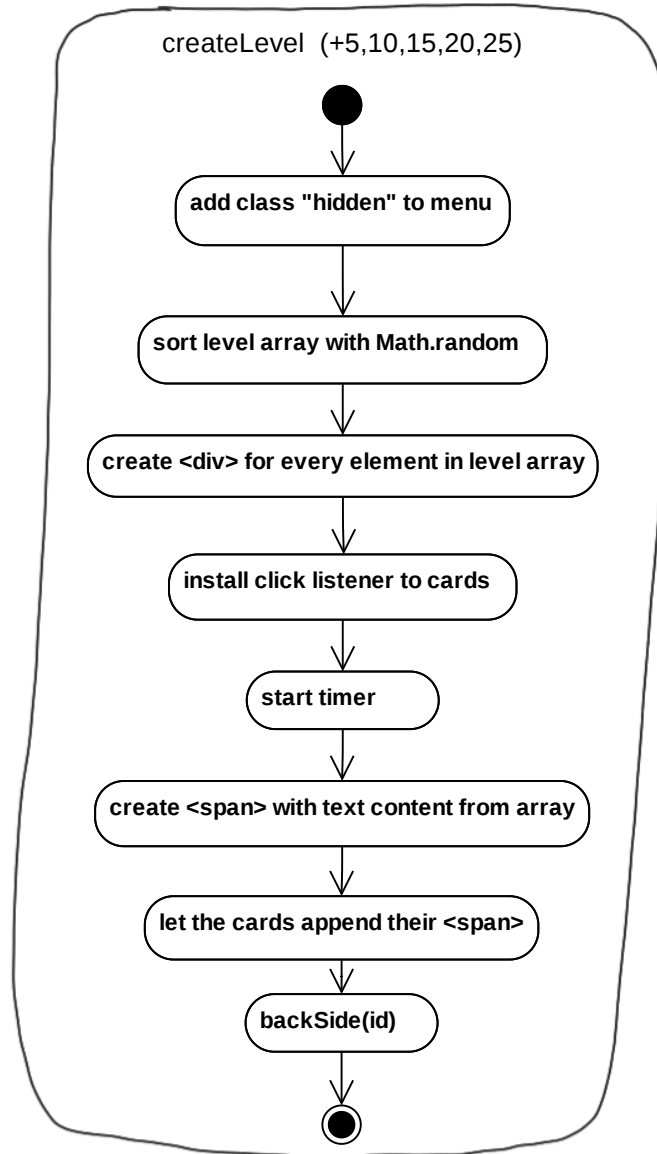
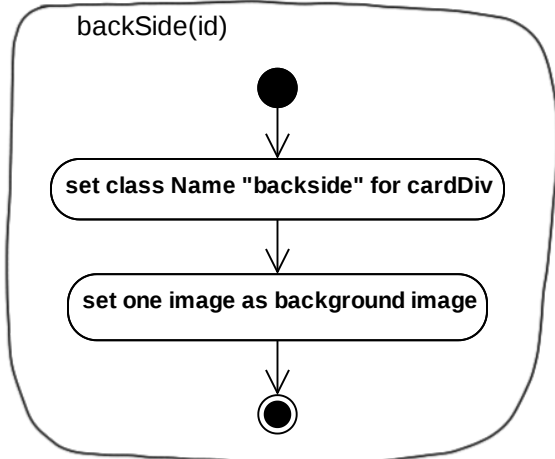
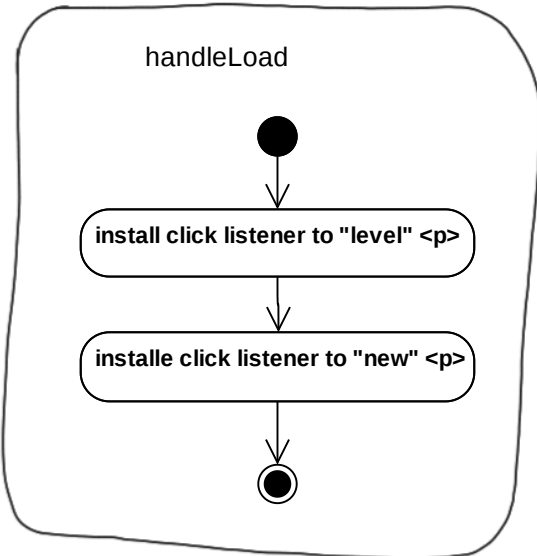
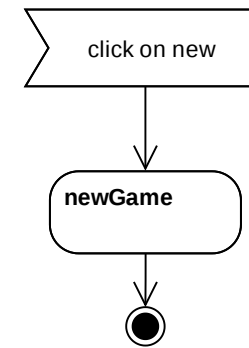
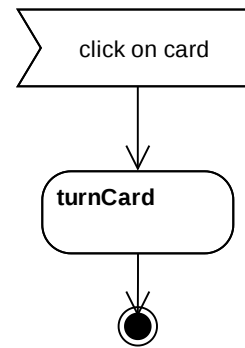
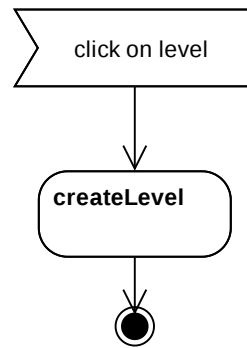
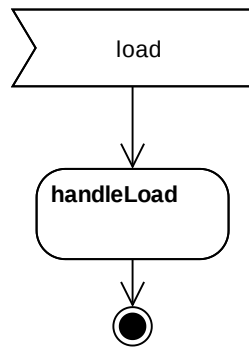
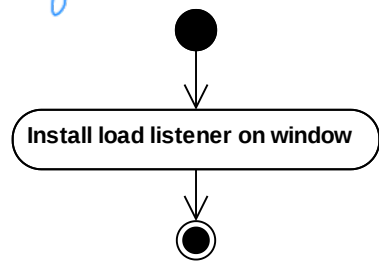
## newGame



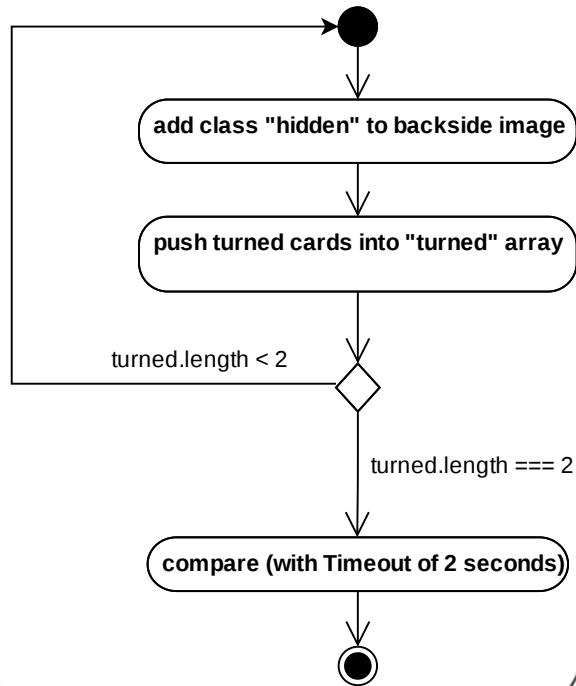
## compare



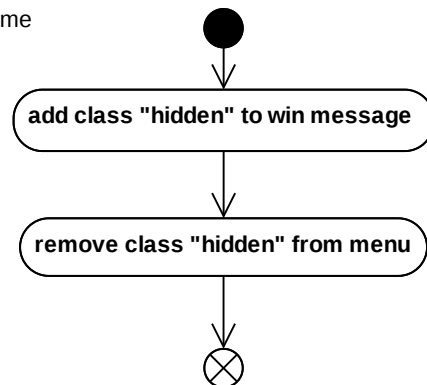
ursprüngliche Version



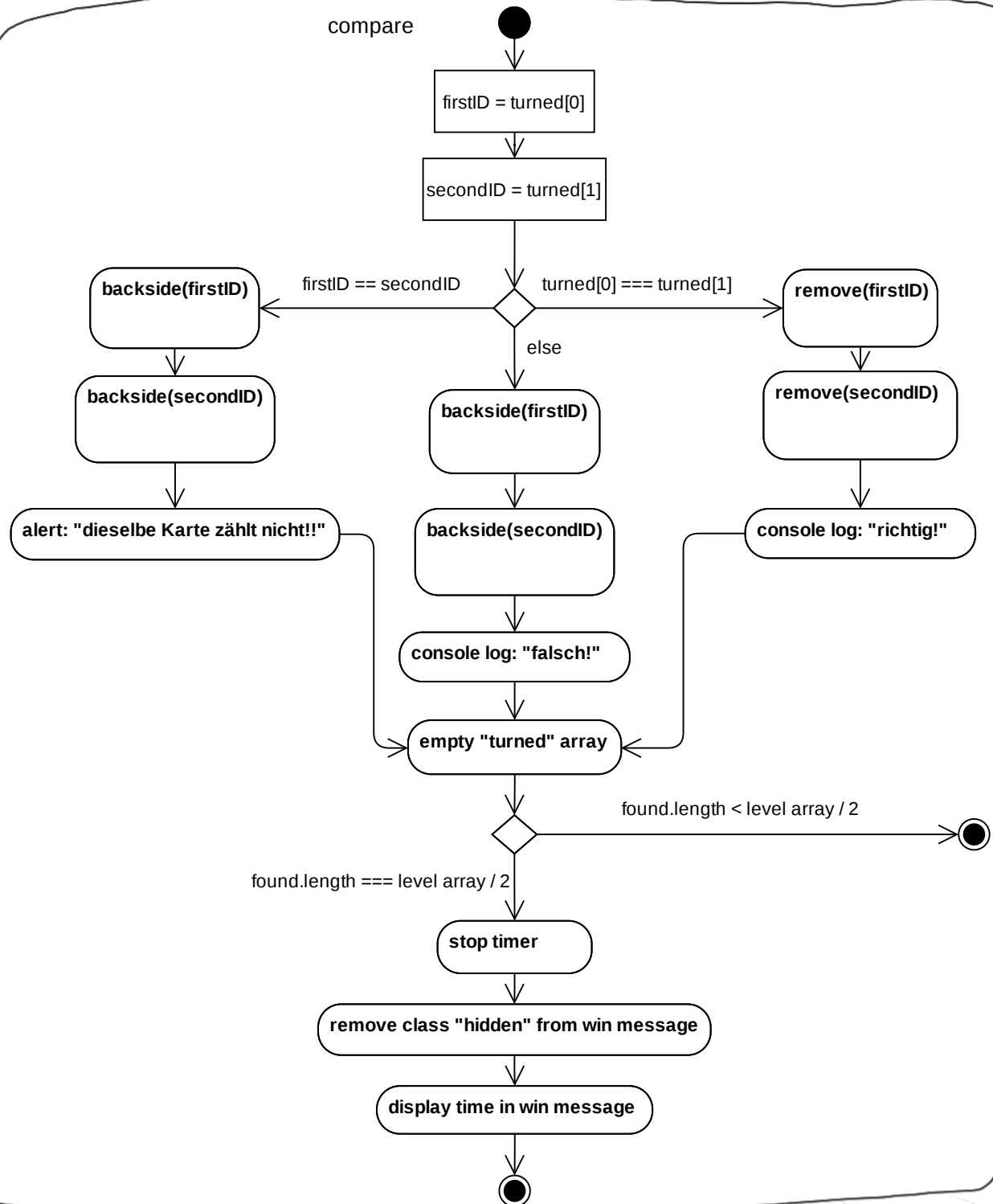
## turnCard



## newGame

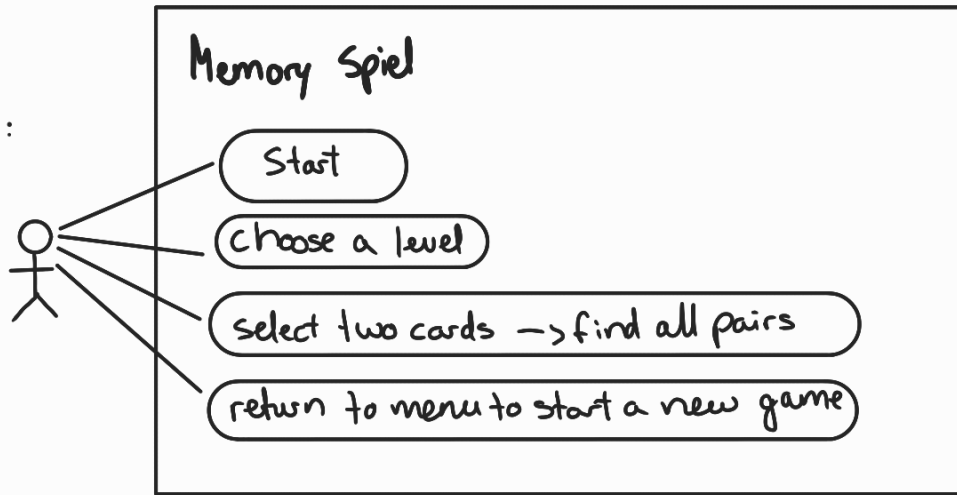


## compare

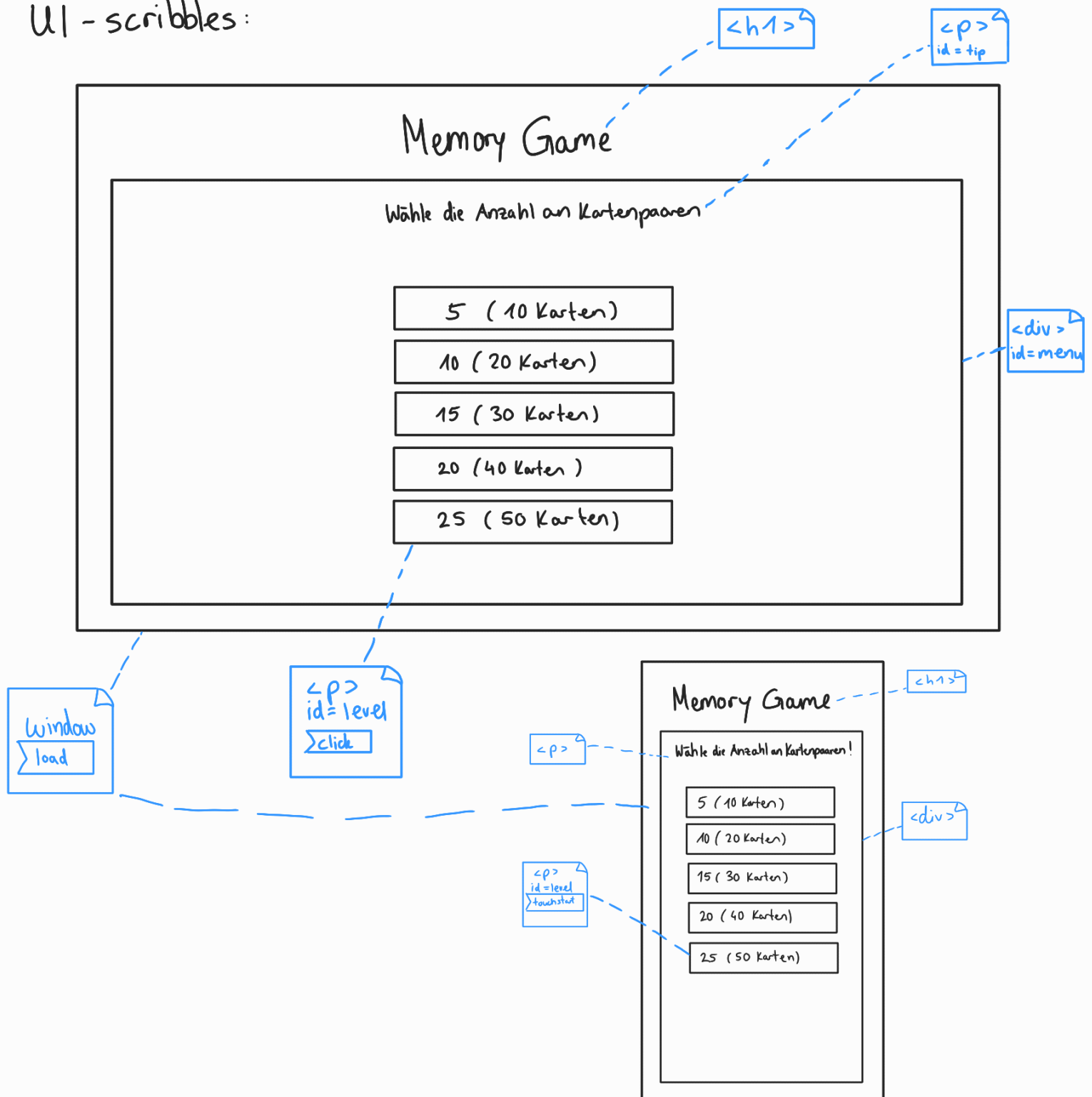


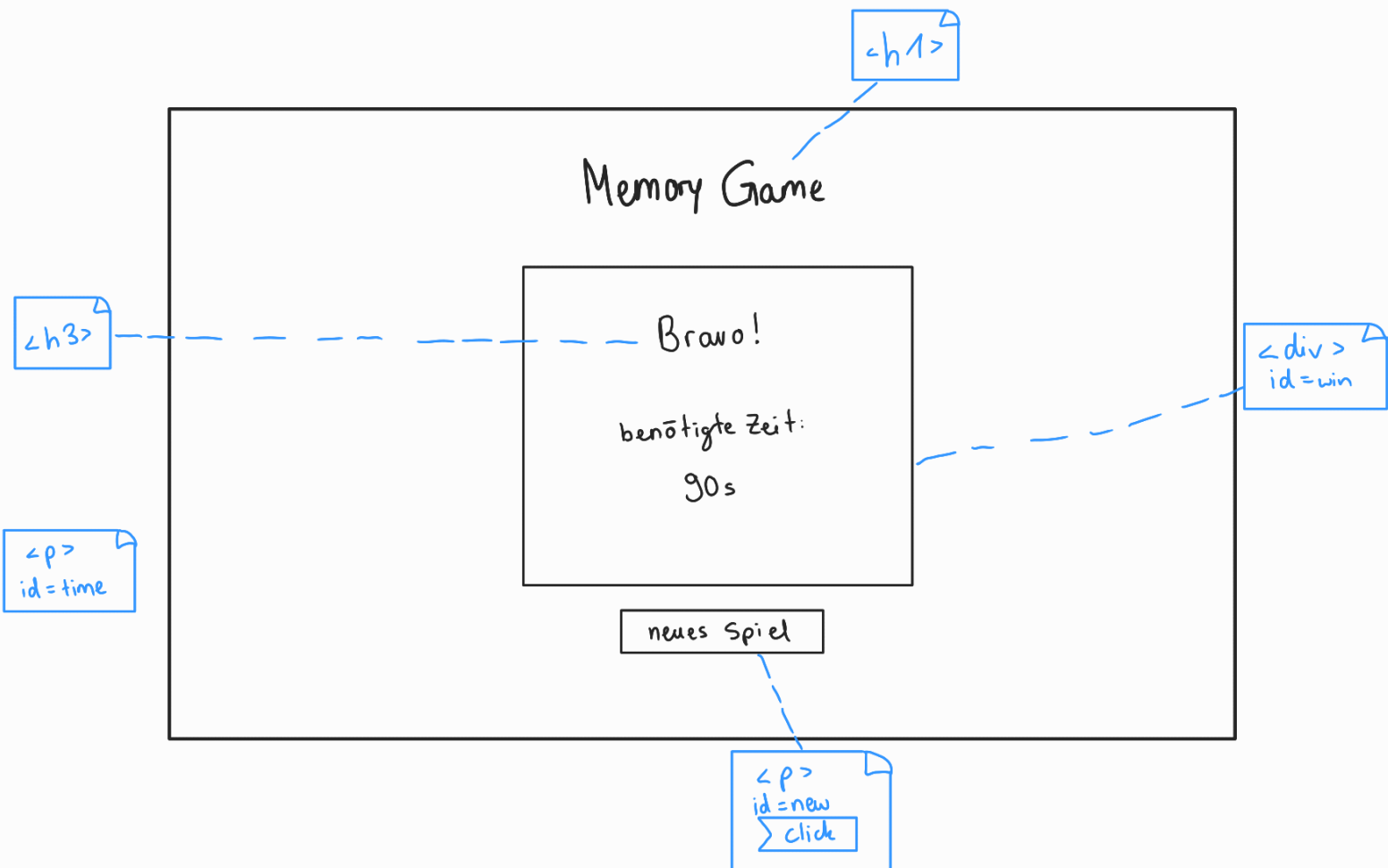
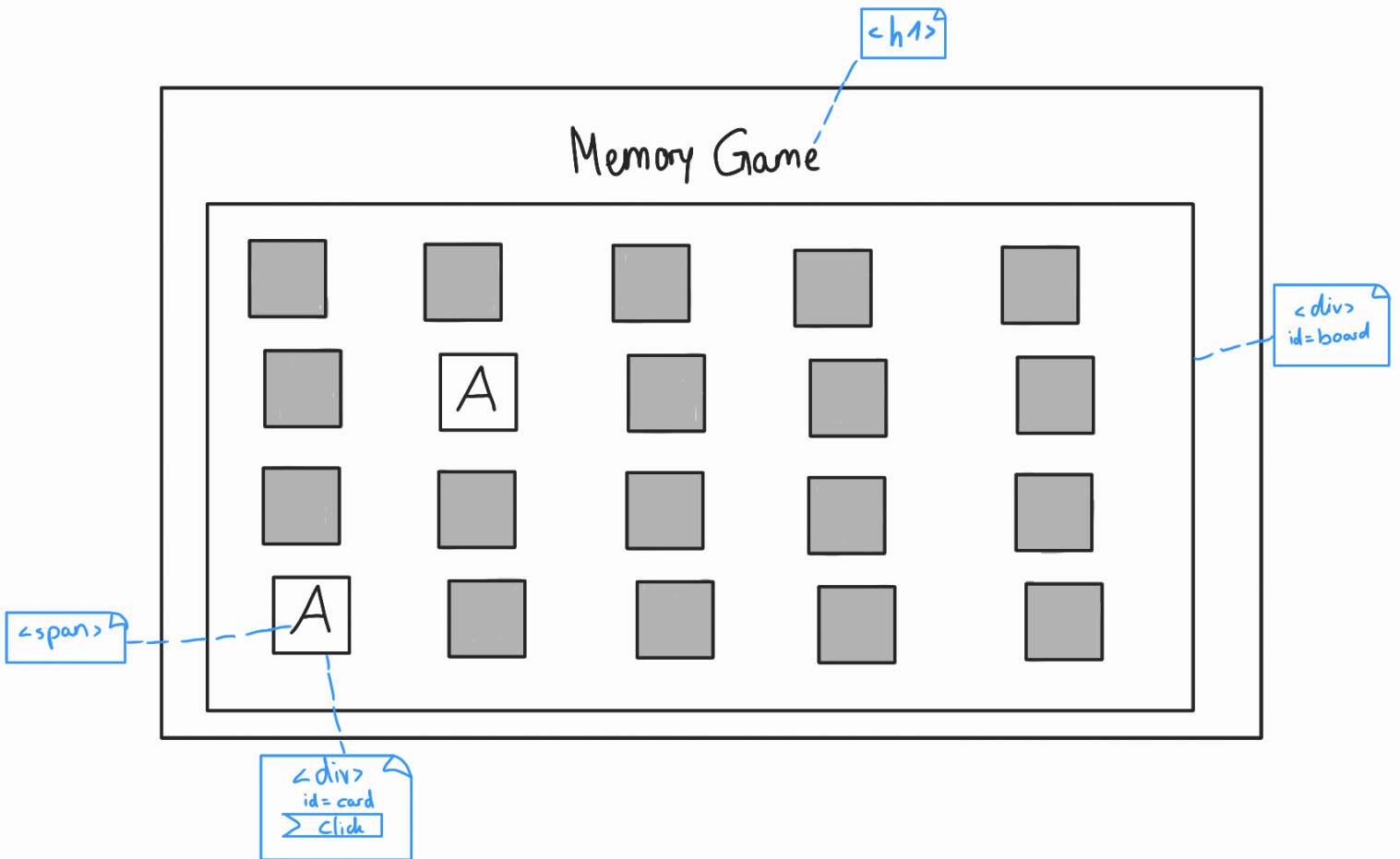
# Memory

Use - case :



UI - scribbles:





Getauscht mit: Lisa Herbig

Hauptprobleme an meinem Aktivitätsdiagramm:

- teilweise zu wenig Details, sodass es nicht verständlich genug ist:
  - > wenn zB mehrere gleiche Elemente beschrieben werden, anmerken, dass sie alle eine eigene (individuelle) ID haben sollen (bei den <p> für die Level)
- unverständliche Stellen wie das (+5,10,15,...) -> genauer erklären, was damit gemeint ist!
- Gabeln vergessen!!!