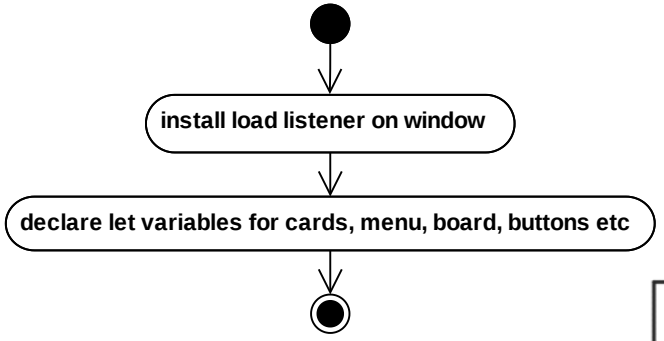
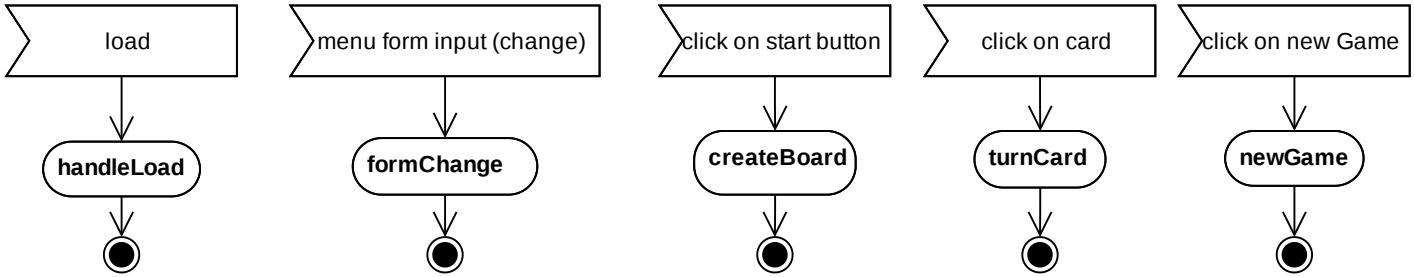
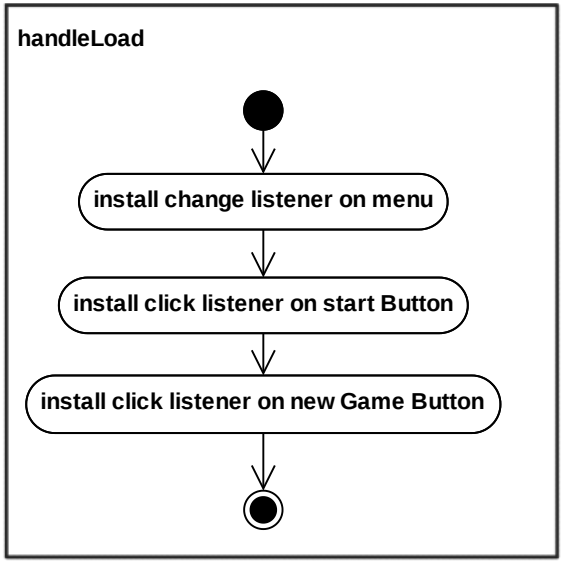
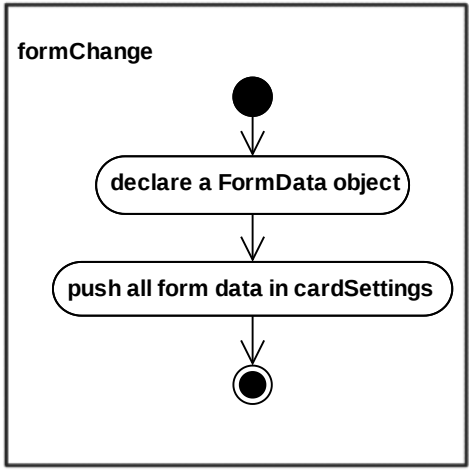
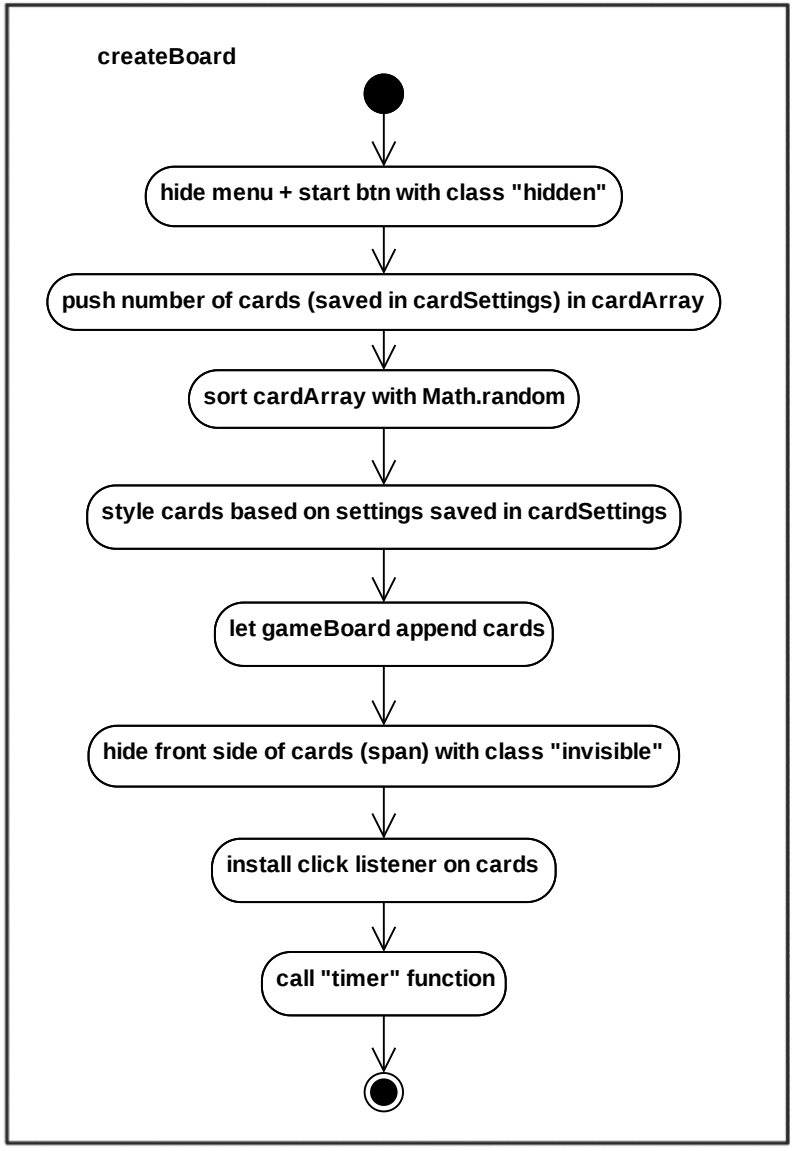
Memory Activity Diagram

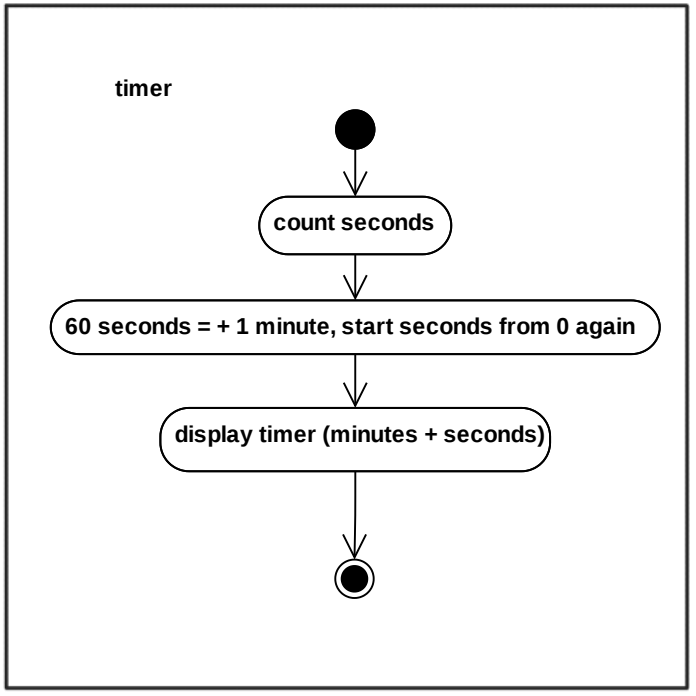


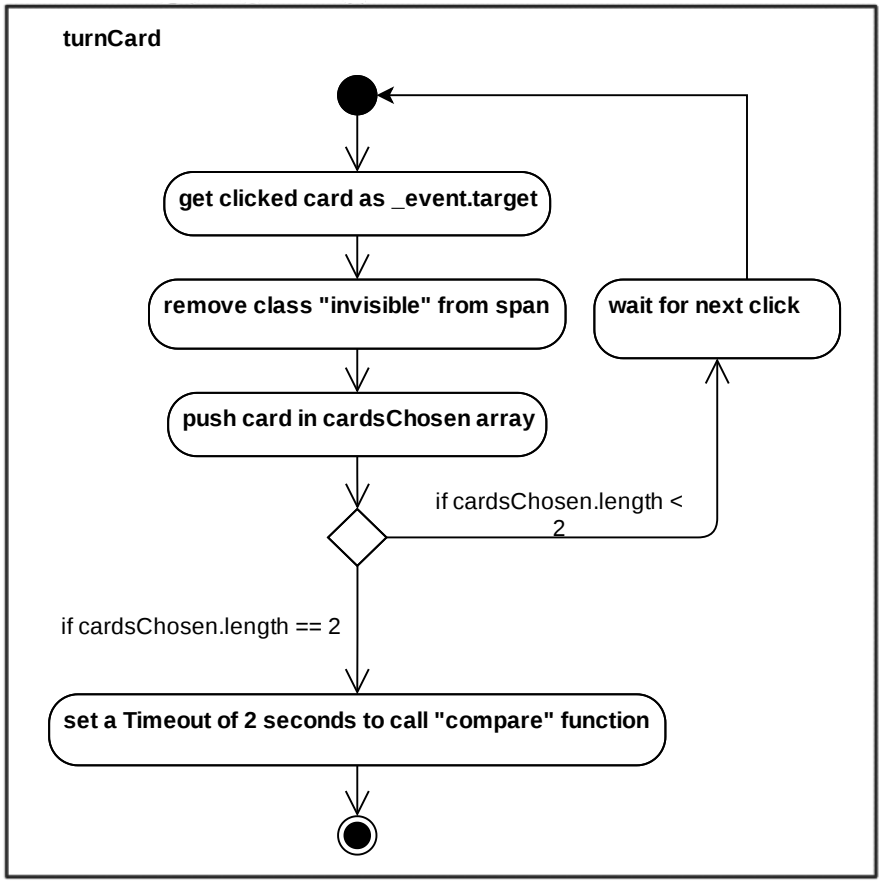


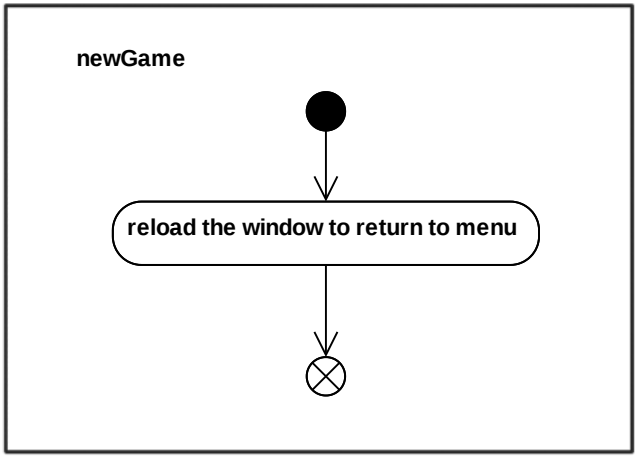


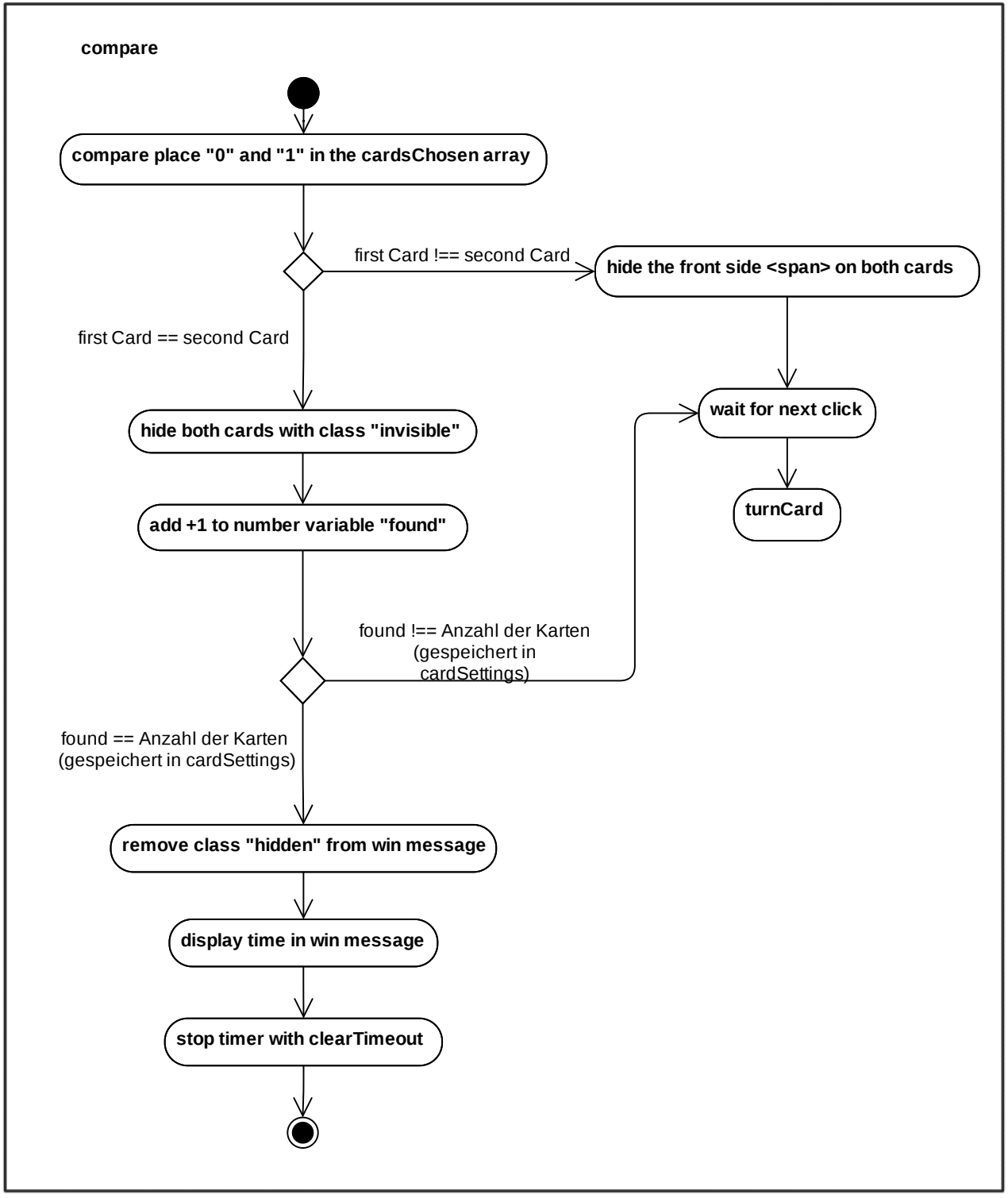




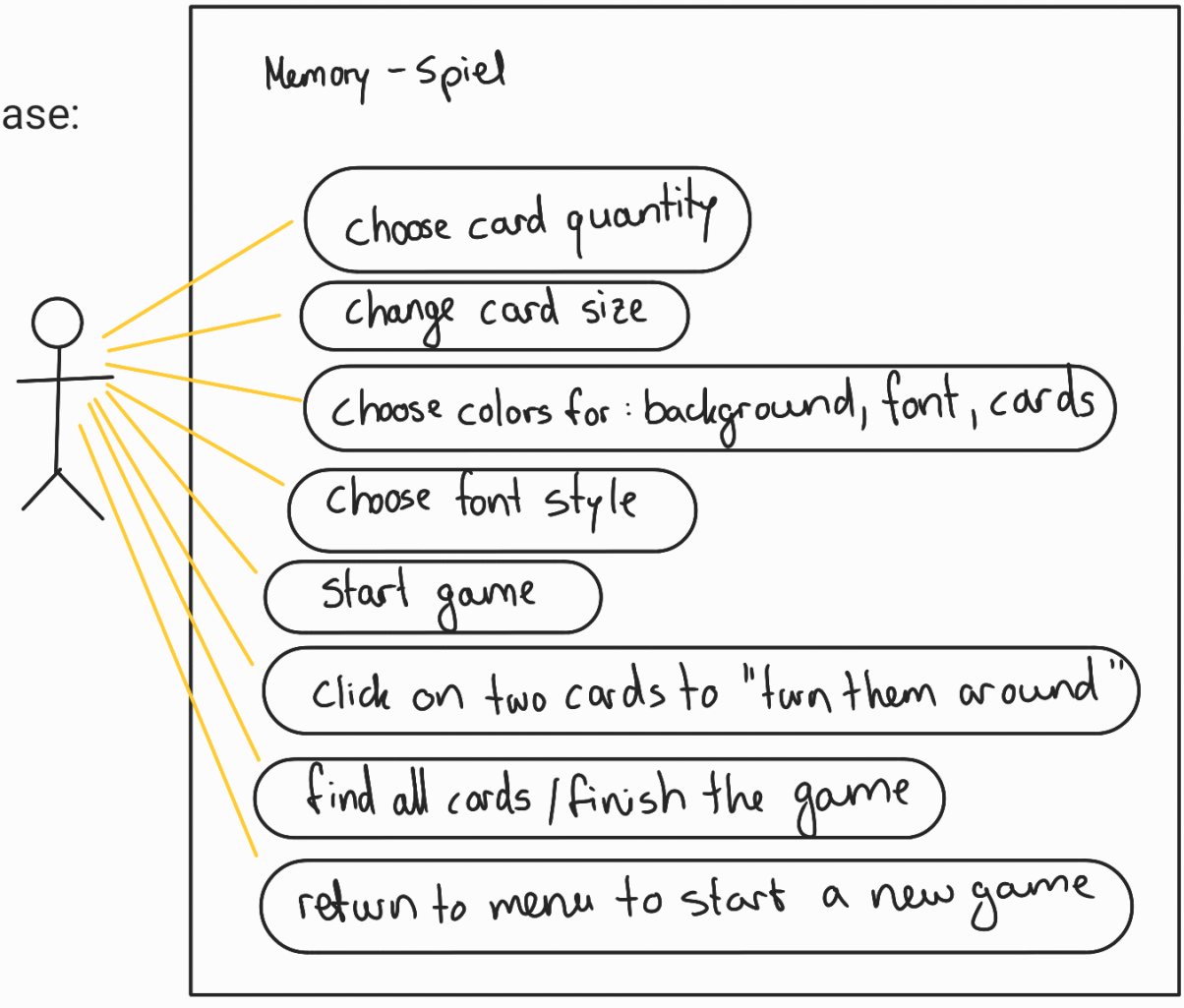



turnCard
get clicked card as _event.target
remove class "invisible" from span
push card in cardsChosen array
if cardsChosen.length < 2
wait for next click
if cardsChosen.length == 2
set a Timeout of 2 seconds to call "compare" function

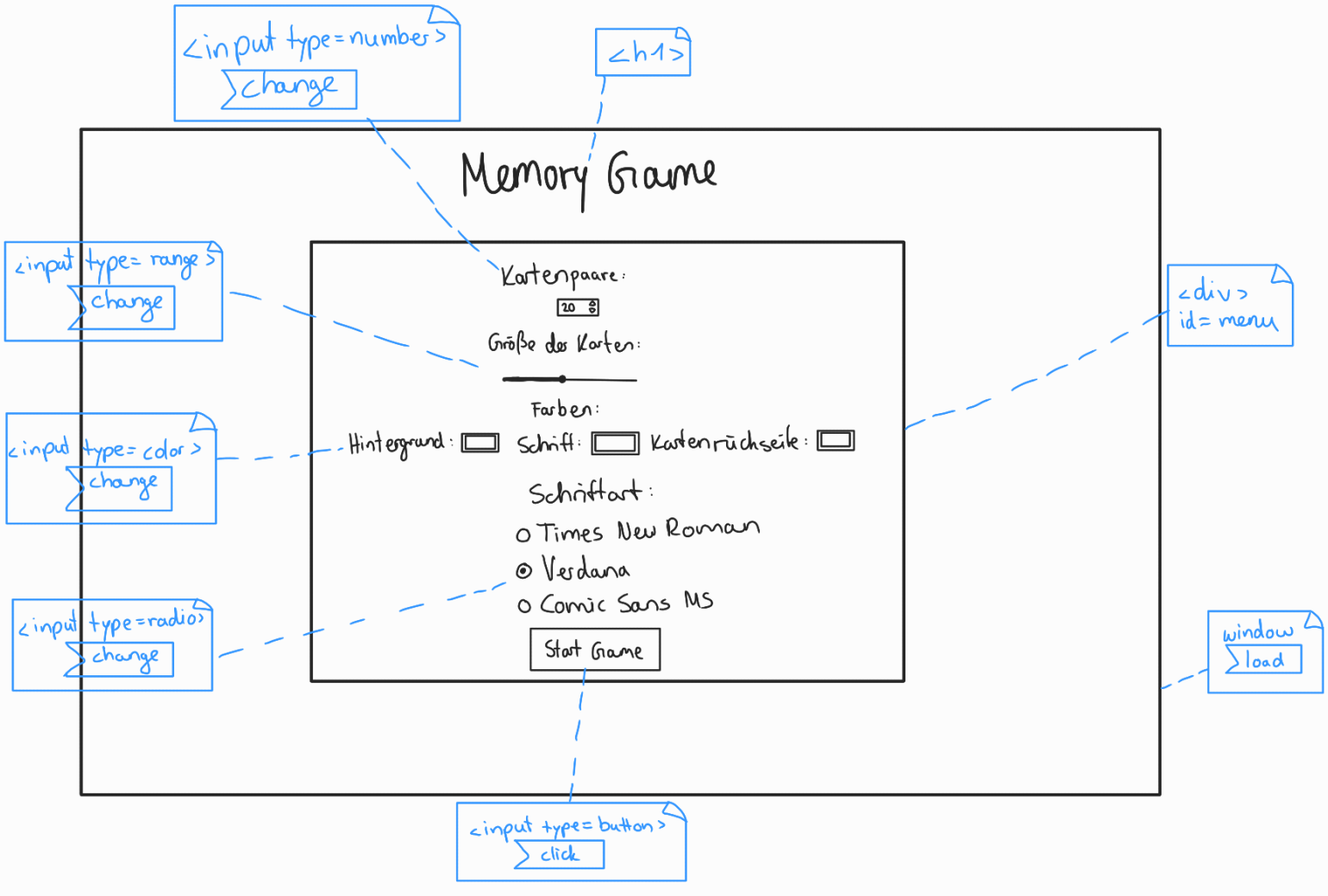

newGame
reload the window to return to menu

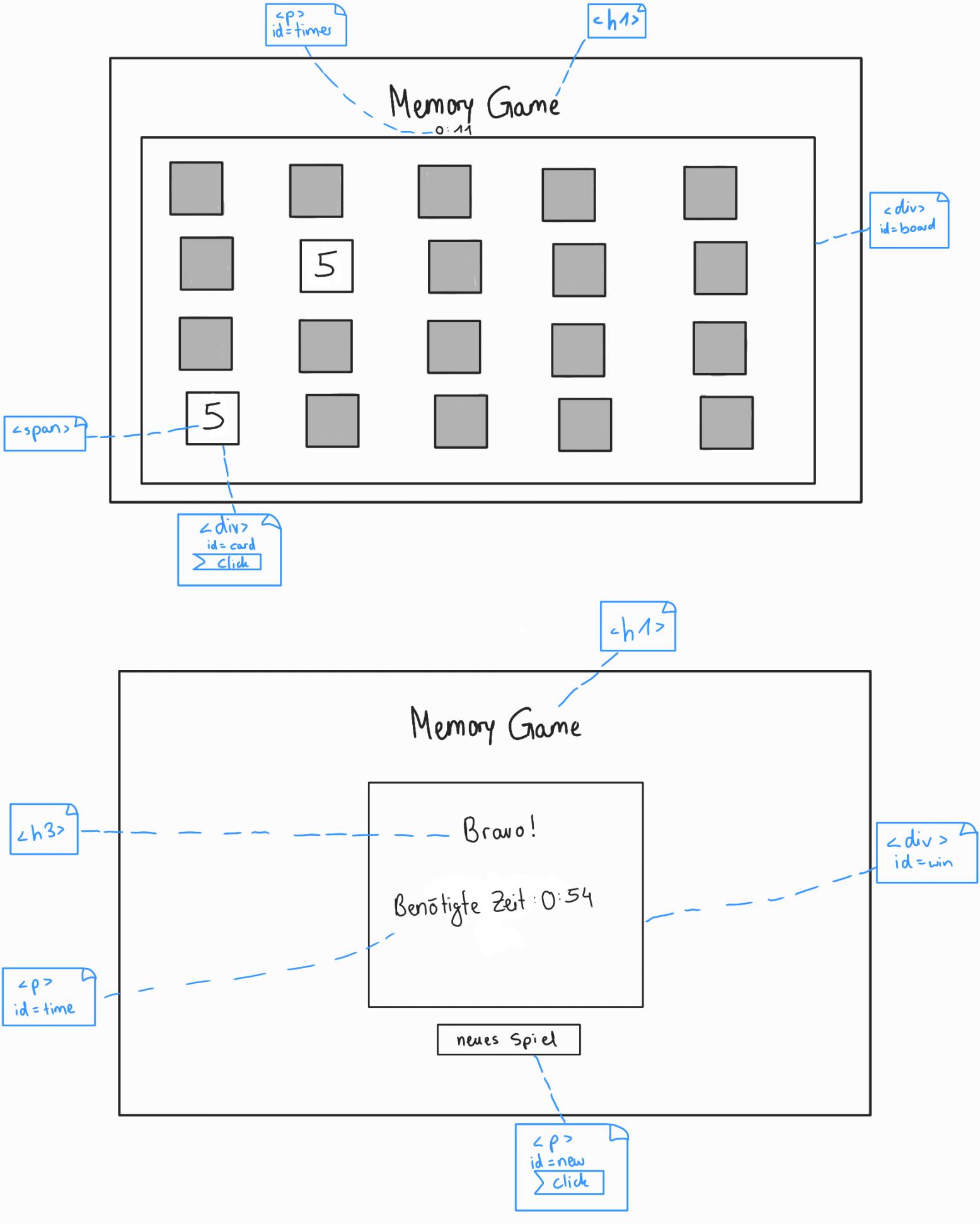

compare
compare place "0" and "1" in the cardsChosen array
first Card !== second Card
hide the front side on both cards
wait for next click
turnCard
first Card == second Card
hide both cards with class "invisible"
add +1 to number variable "found"
found !== Anzahl der Karten (gespeichert in cardSettings)
found == Anzahl der Karten (gespeichert in cardSettings)
remove class "hidden" from win message
display time in win message
stop timer with clearTimeout

Use - Case:



UI Scribbles:




<p>
id = times
<h1>
Memory Game
0:11
5
5

id = board

id = card
click
<h1>
Memory Game
<h3>
Bravo!
Benötigte Zeit: 0:54

id = win
<p>
id = time
neues Spiel
<p>
id = new
click