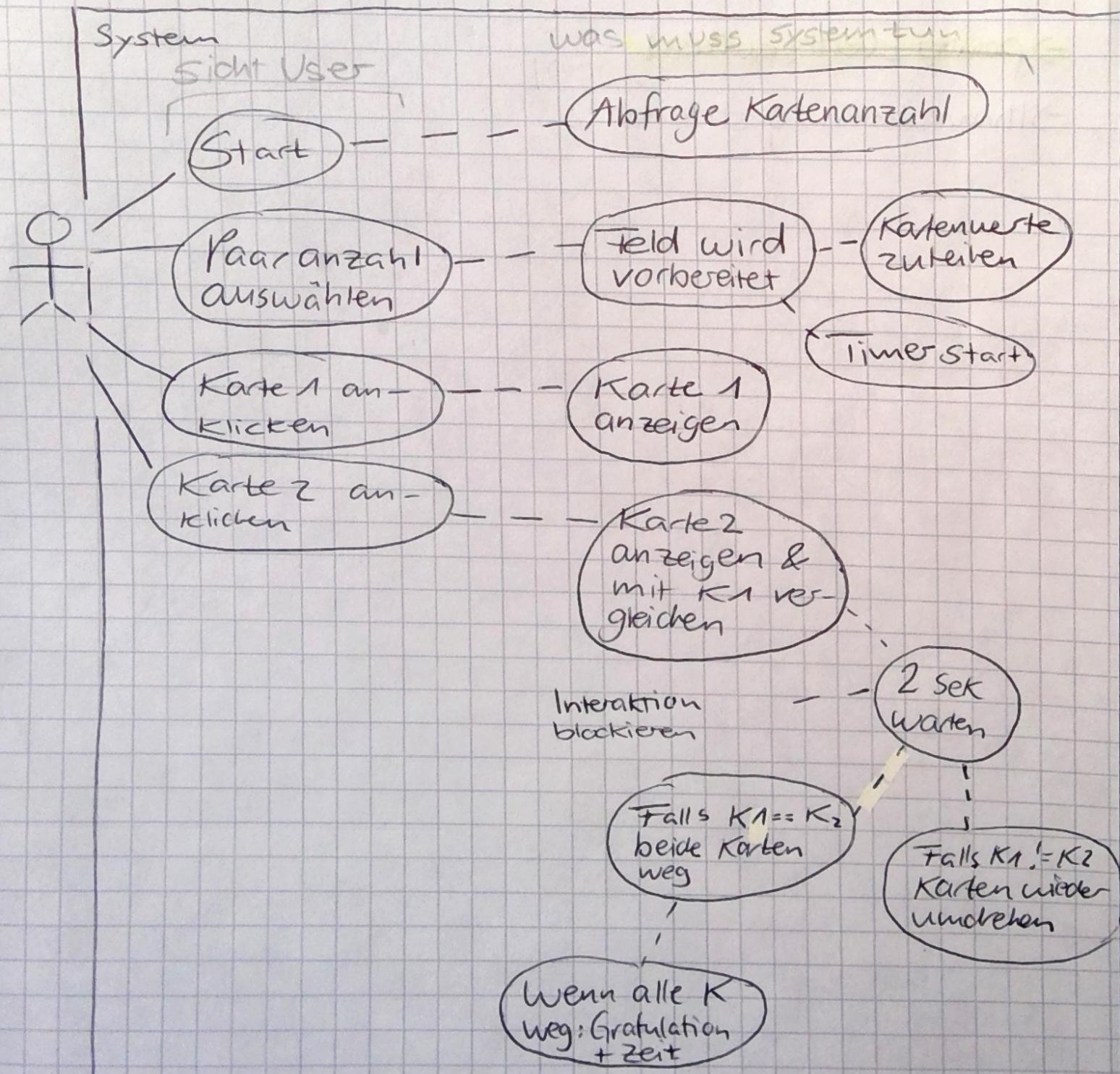
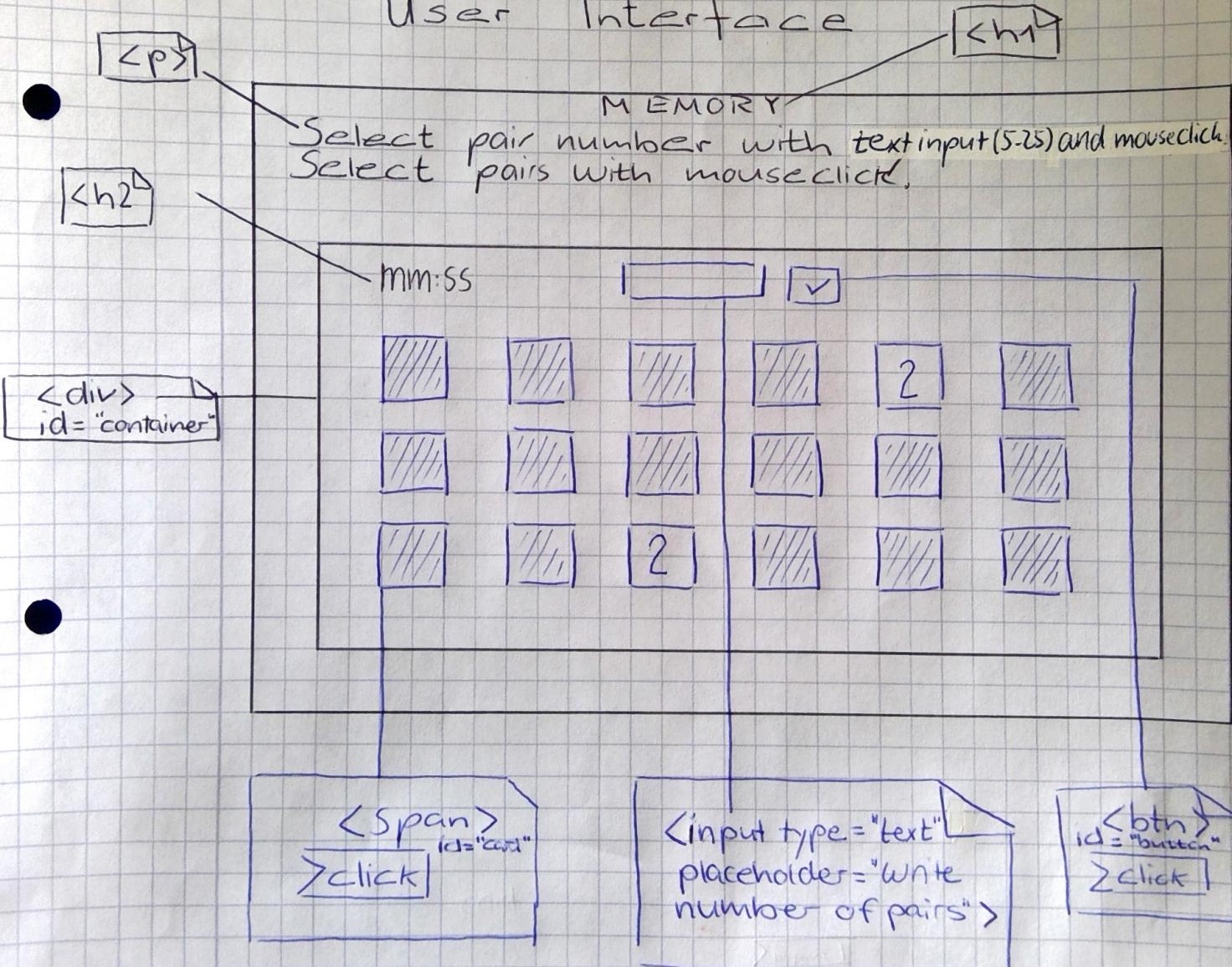


# Use-Case-Diagramm



# User Interface



<h1> 4

MEMORY

Congratulations!

Time: 03:25

Please reload the page!

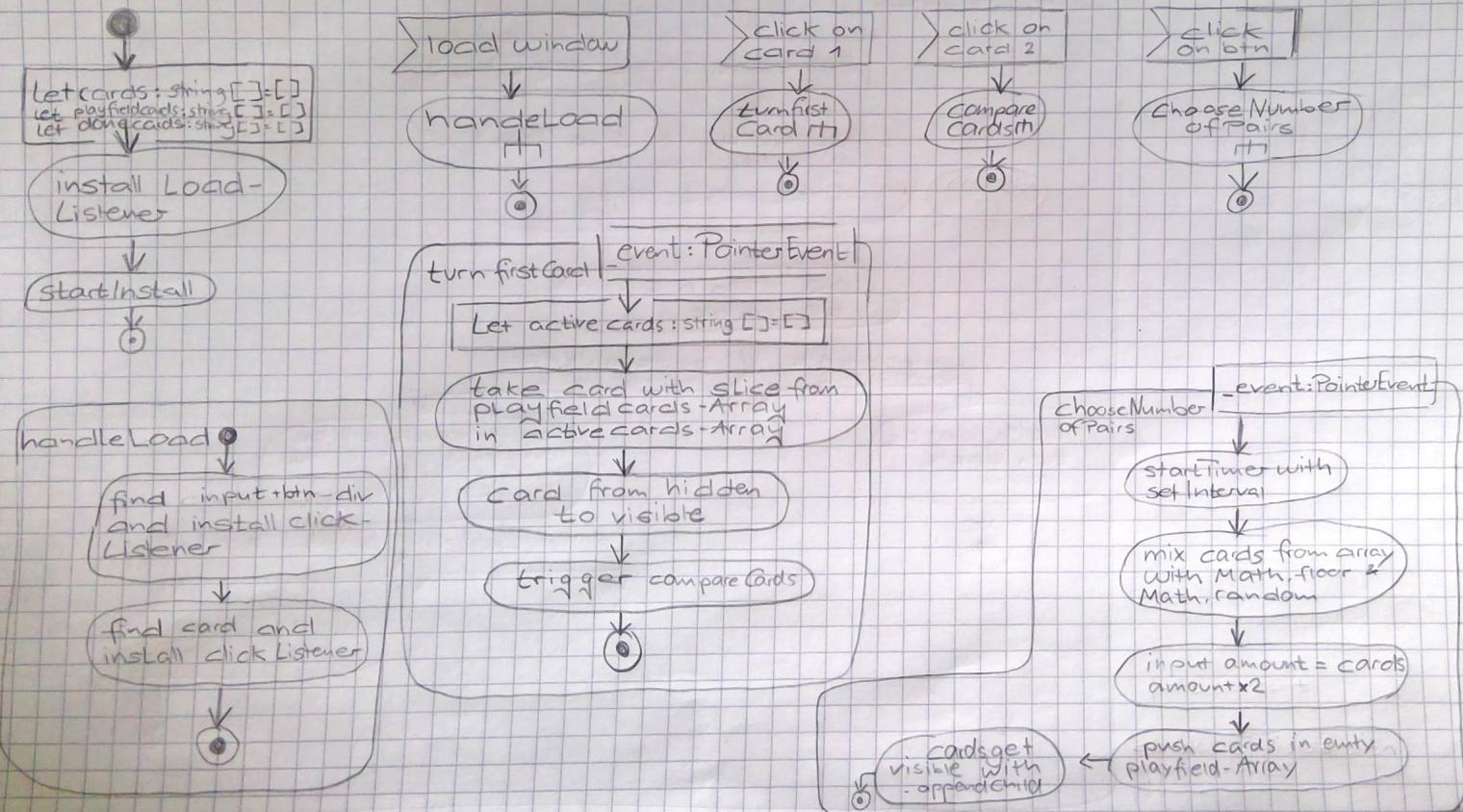
Alert

<div>  
id="container"

alt

# Memory Game: Activity Diagramm

Team-Arbeit mit  
Anna-Lena Jörger & Evelin Sinner



alt

CompareCards

- event: PointerEvent



Let activeCards2: string [] = []



take card with slice from  
playfieldCards in  
activeCards2 - Array



Card from hidden  
to visible



activecards1 !=  
activecards2



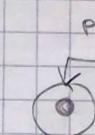
activecards1 ==  
activecards2



both cards  
turn back  
around



both cards will be  
removed with splice  
and push to  
doneCards Array



playfieldCards != 0 X playfieldCards == 0



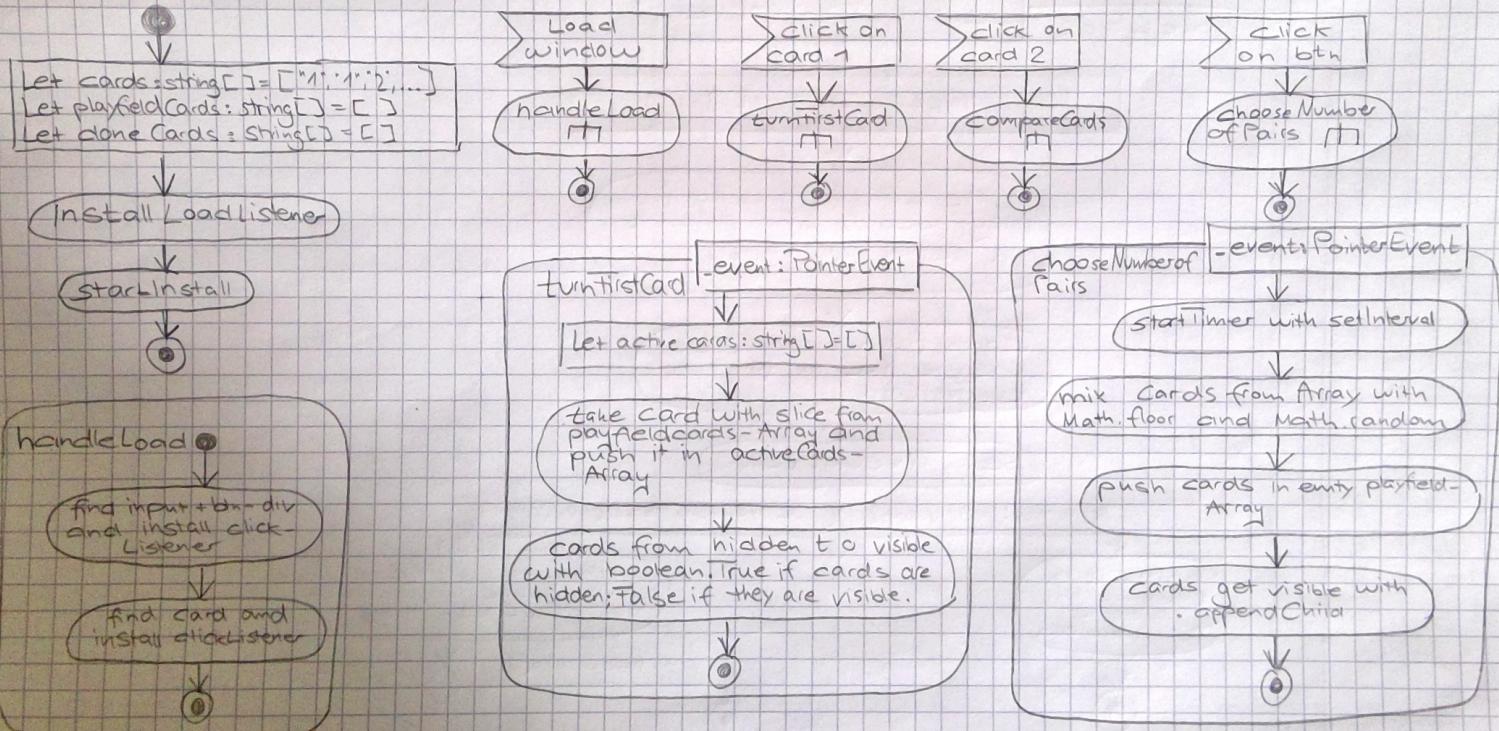
alert ("Congratulations!")  
and timer End



neu

In Zusammenarbeit mit Anna-Lena Jörger & Evelin Sinner

## Memory Game: Activity Diagram



Kontrolliert von Vivien Peschke

new

