

# LO3\_Sequenzmemory Settings - Activity Diagram

```

let sizeCards : number;
let backgroundColor : String;
let cardsColor : String;
let fontColor : String;
let fontType : String;
let gameTime : number;
let showCardsTime : number : 2;
let input: string;
let formData: FormData;
let sequence: String[] = [ ];
  
```

install load listeners

handleLoad

- create Button "start"
- install "click" listener on 'start' button
- formData = new FormData
- create Game

Load

handleLoad

$\Sigma$

check Time

pointer Event on start Button

create Game

create Cards

create Game

- let form: document.querySelector("form")  
form.classList.add ("is-hidden")
- sequence = input.splice = ""
- let random → Buchstaben mit Math.random vermischen
- create cards
- Buchstaben zu cards hinzufügen
- turnCards

Start Game

set Intervall (checkTime, 1000)

event: Pointer event

let card = create element ("div")  
card.classList.add ("cards")

click card

remove .ishidden from clicked card

not all cards are visible

true  
false

if index of clicked card = index of letter in Array → continue

wrong Message

all cards are visible

win message

turnCards

Cards.innerHTML = "

StartGame

checkTime

timer abgelaufen

timer nicht abgelaufen

Start Game

alert: "Zeit abgelaufen"

wrong message

div turns red

create Timer

toggle Cards

win message

alert: string:

"Du hast gewonnen"

## L03\_Sequenzmemory Settings - UI Scribble

Memory Spiel  
Wähle die Einstellungen für dein Spiel  
Drücke anschließend den Start Button

Größe der Spielkarten

Hintergrundfarbe

Farbe Kartenrückseite

Schriftfarbe

Zeit in s

Zeichenkette

Start

h1

<p>

div id = "form"  
> change

fieldset

input type = "radio"  
name = "slider"

input type = "number"  
name = "Time"

input type = "color"  
name = "colorBackground"

input type = "color"  
name = "colorCardBack"

input type = "color"  
name = "colorFaint"

input type = "text"  
name = "zeichenkette"

<button>  
id = "start"  
> click

## L03. Sequenzmemory Settings - Use-Case - Diagram

