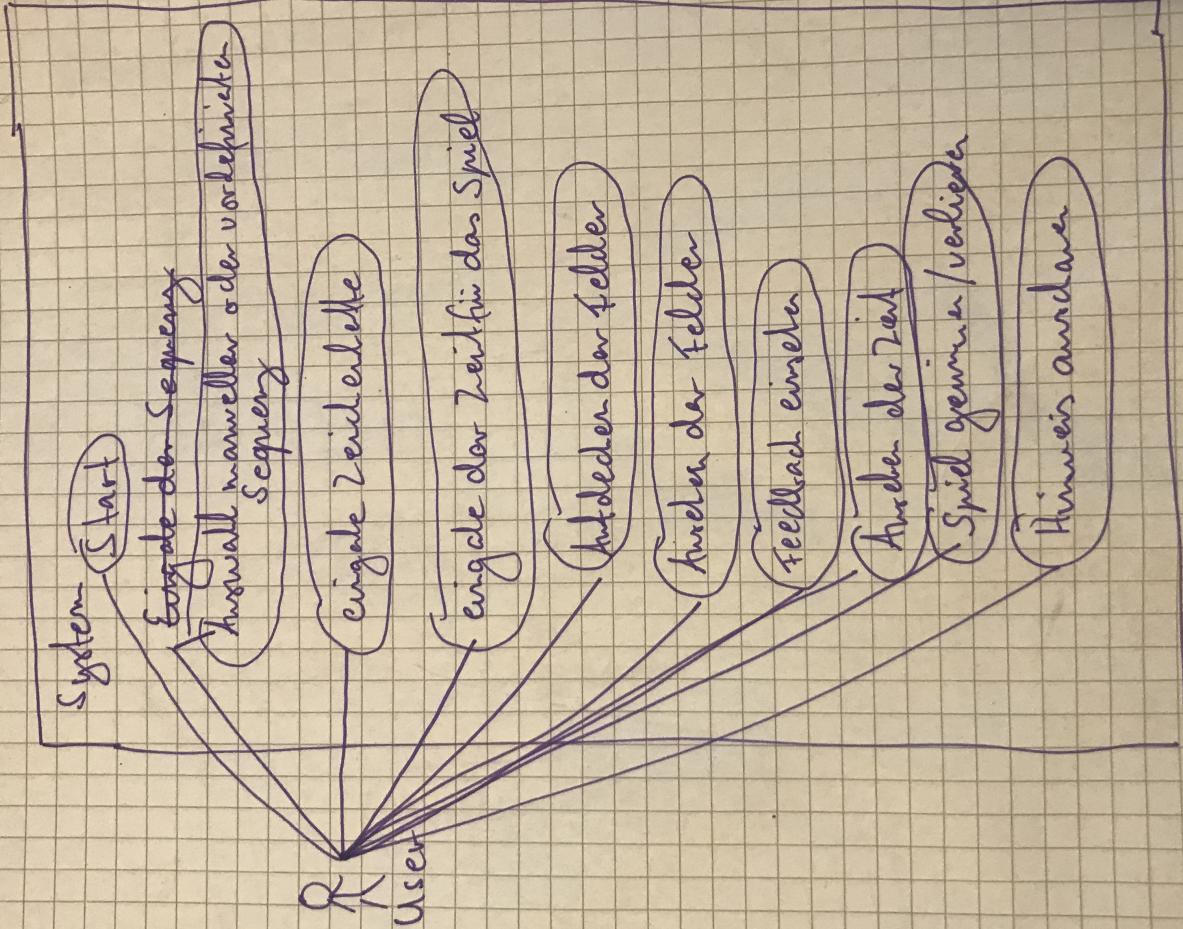


Segmentencyry : Use-Case Diagram



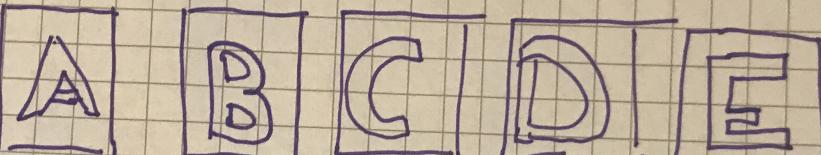
Sequenzmenue: As er Interface Scribble

<h2>

<h3>

Sequenzmenue

Aktivieren Sie den Hinweis n „H“



<div>
click

id=mail

Reset

Eingabe: Manuell
Vorschau

Wellige Zeit: 50sec

button

click

<radio>

<input>

id=tueren

<input>

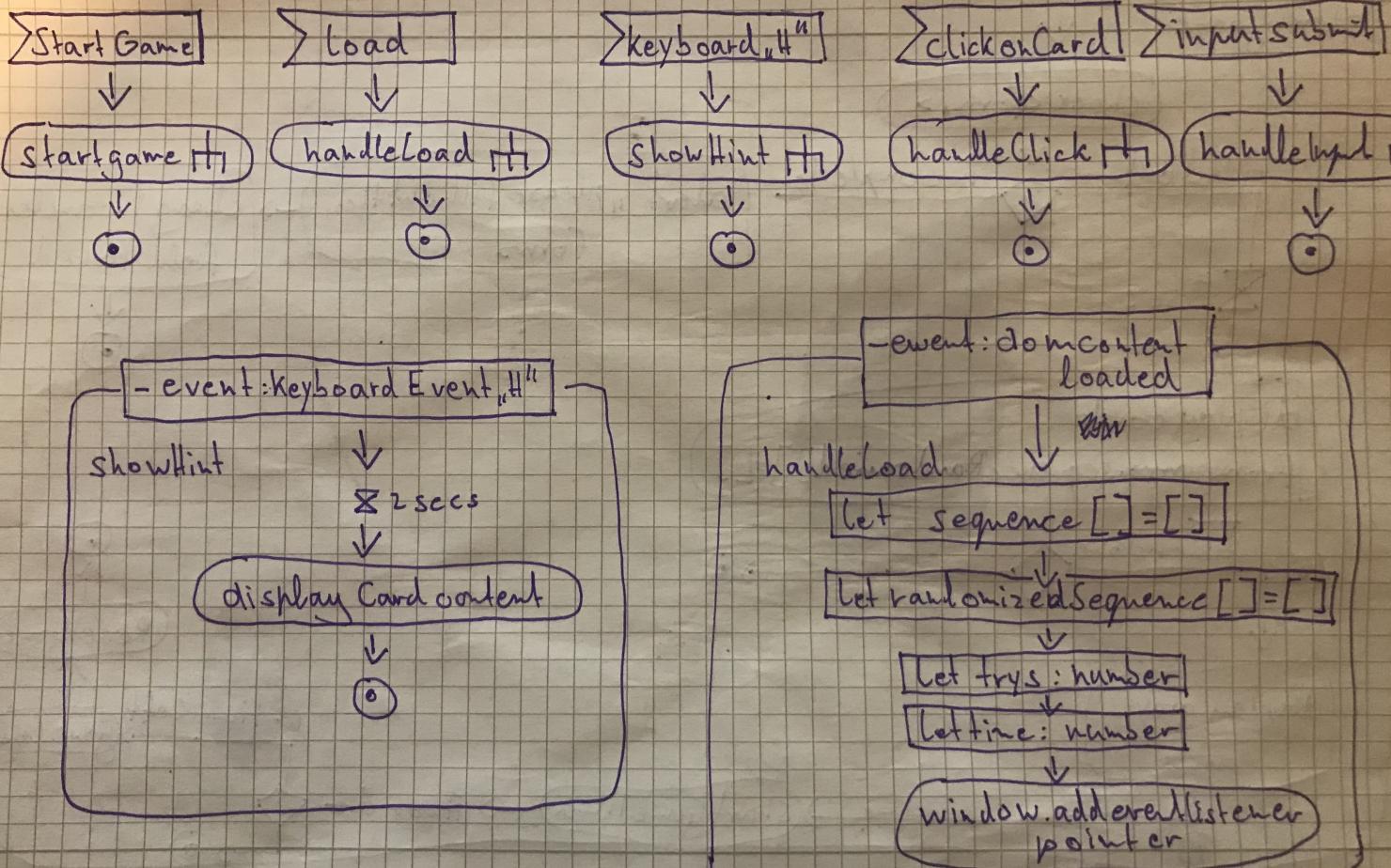
<input>
id=time

<select>
10x<option>

mat

<prompt>

Aktivitätsdiagramm Sequenzanonym

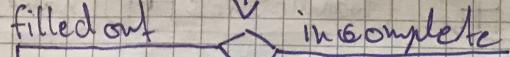


- event: on Button onclick

start game.

Check forms >

filled out



X 3 sec

↓

display cards

from array sequenceRandomised[] = []

time
timer done

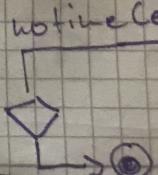


display gray
cards

↓
(())

StartGameTimer

→ timer do



ResetGame
↑

event: pointerEvent

click on cards

get clicked card cspan

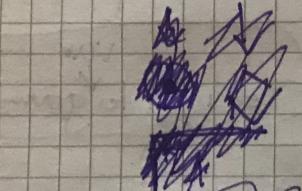
display Card

cardcontent = sequence
index ↓

card content ≠ sequence index

change card color
to green

→ *₁



all Card Works

set try s - 1

try s ≤ 0

try s > 0

alert "you've lost
the game"

