UI-Scribble (Settings)

<h1>

<div> name="gameSettings"

Memory

Card size: _____

<input>
type = "range"

Color picker: Background ■ Card ■ Font ■
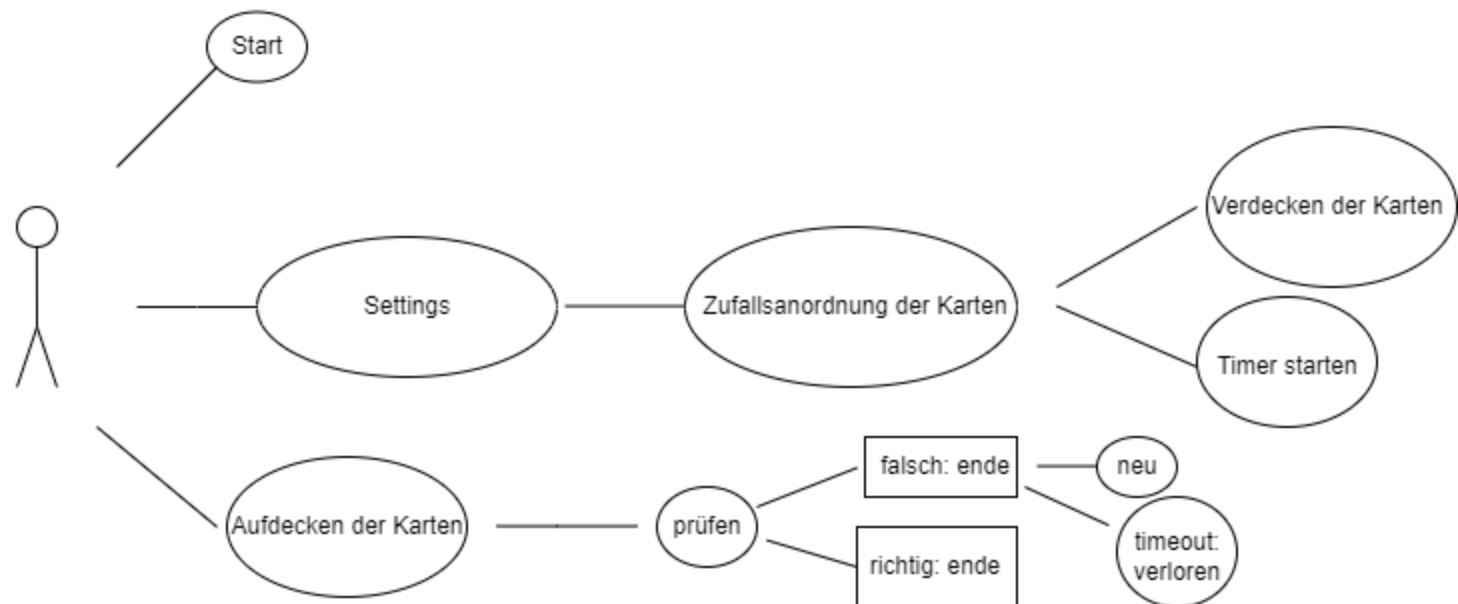
<input>
type ="color"

Font: _____ ▽

<select>

Number of cards: _____

<input>
type = "number"

Start

<button>

Use-Case-Diagramm

Start

Settings — Zufallsanordnung der Karten — Verdecken der Karten / Timer starten

Aufdecken der Karten — prüfen — falsch: ende — neu

richtig: ende

timeout: verloren

UI-Scribble (Desktop)

prompt

Eingabefeld

div

Karten
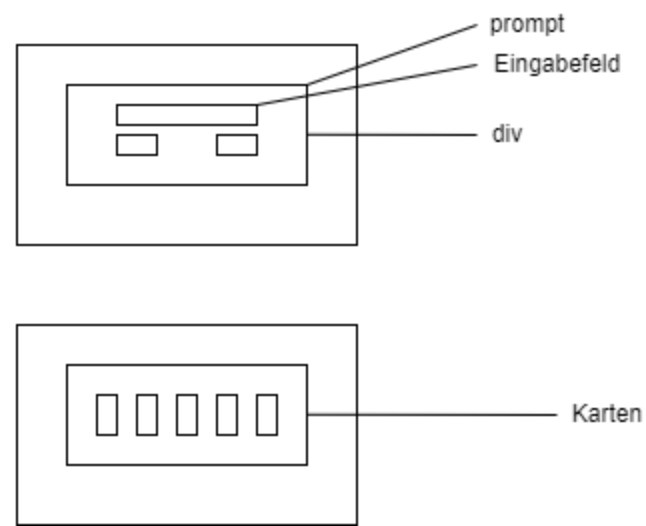
Aktivitätsdiagramm (Settings)

```
┌─────────────────────┐
│     Card size       │
│      0-100%         │
└─────────────────────┘
          ▮
┌─────────────────────┐
│      Colors         │
│   Color scheme      │
└─────────────────────┘
          ▮
┌─────────────────────┐
│       Font          │
│       1-3           │
└─────────────────────┘
          ▮
┌─────────────────────┐
│  Amount of cards    │
│       2-12          │
└─────────────────────┘
          ▮
┌─────────────────────┐
│                     │
│      Start          │
│                     │
└─────────────────────┘
```

install load listener on window

handleLoad

create div
create prompt

card number in prompt

start in prompt

createCards

gameStart

load

handleLoad

gamestart

PointerEvent/ TouchEvent

remove isHidden from first two cards

checkCards

createCards

create Cards from player input

Math.Random shuffleCards

add class isHidden

removeCards

add class removedCard

gameEnd

Message: You won!

checkCards

cards same subclass?

yes

no

removeCards

return isHidden to cards

check if cards left

yes

no

gameStart

gameEnd