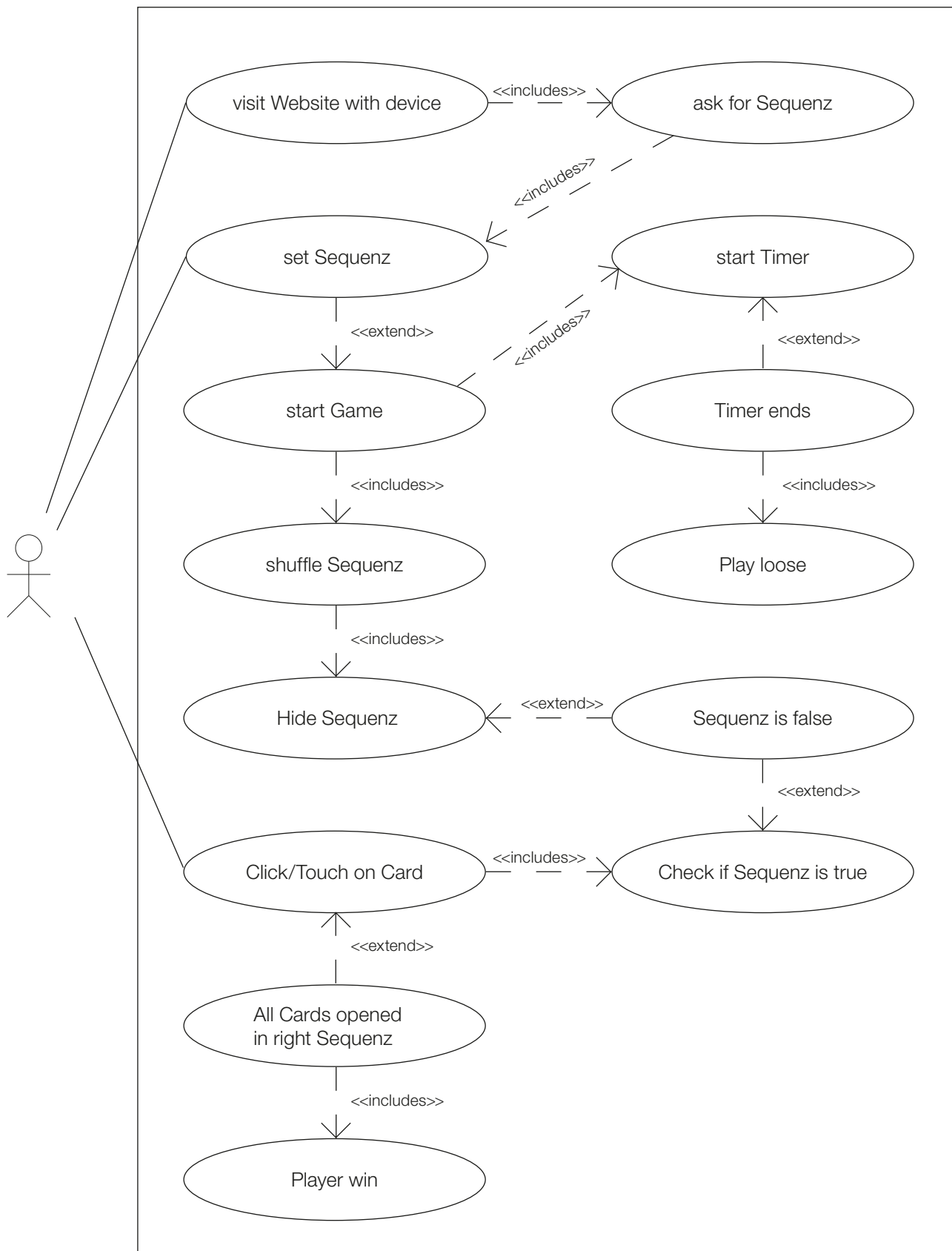# Use - Case - Diagramm

Sequenzmemory

<<h1>> Sequenz-Memory
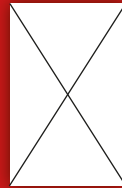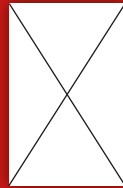
<<body>>

<<prompt>>-field

Please write your Sequenz in the field below.

Input-field for Sequenz

Letter-Cards with Click- / Touch-Event addicted to the Sequenz

A
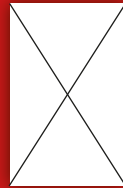
Card after activated Listener

Message in Case of Win (Popup)

Congratulations!

Message in Case of Loose (Popup)
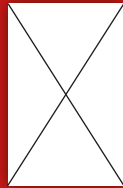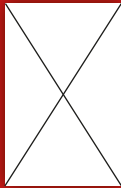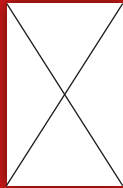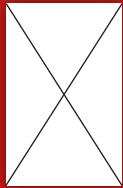
Wrong! Try again

Main Flow Diagram

- setTextSequenz
- Inputtext: every letter is string
- Array sort : shuffle
- startTime
- turnCards
- playerLose [if time = 0]
- [true]
- [false]
- 2 seconds delay
- [all cards done]
- startAgain
- playerWins

setTextSequenz

- „prompt"-Inputfield → Userinput : string → split String into single letters and fill array

startTime

- setInterval counter to „time" → time = array.length * 5 seconds → „time" - 1 every second

turnCards

- turn hidden Card → check if correct sequenz as Input

startAgain

- Feedback to Player → hide all visible cards