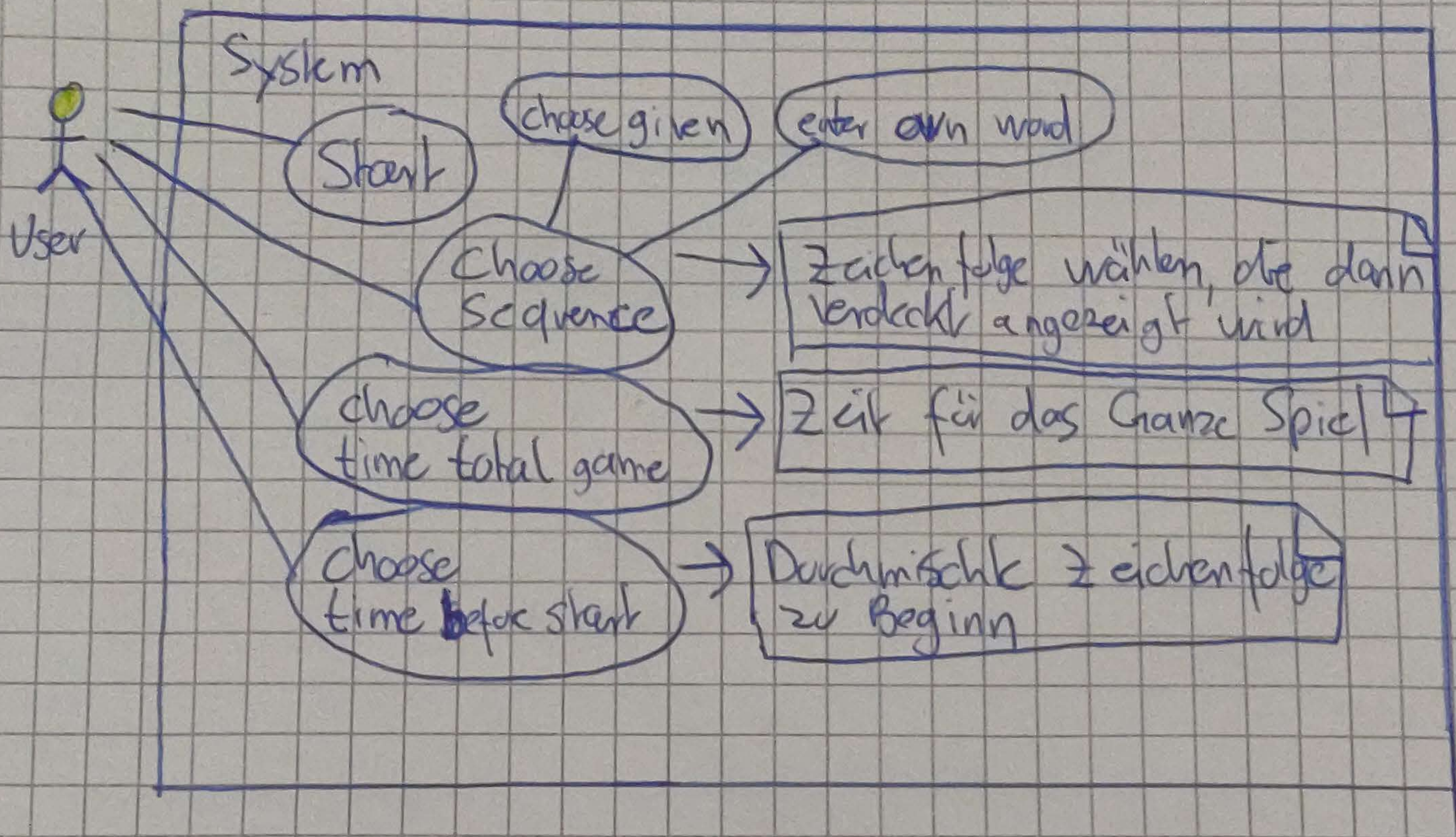


Aufgabe 2 EIA2

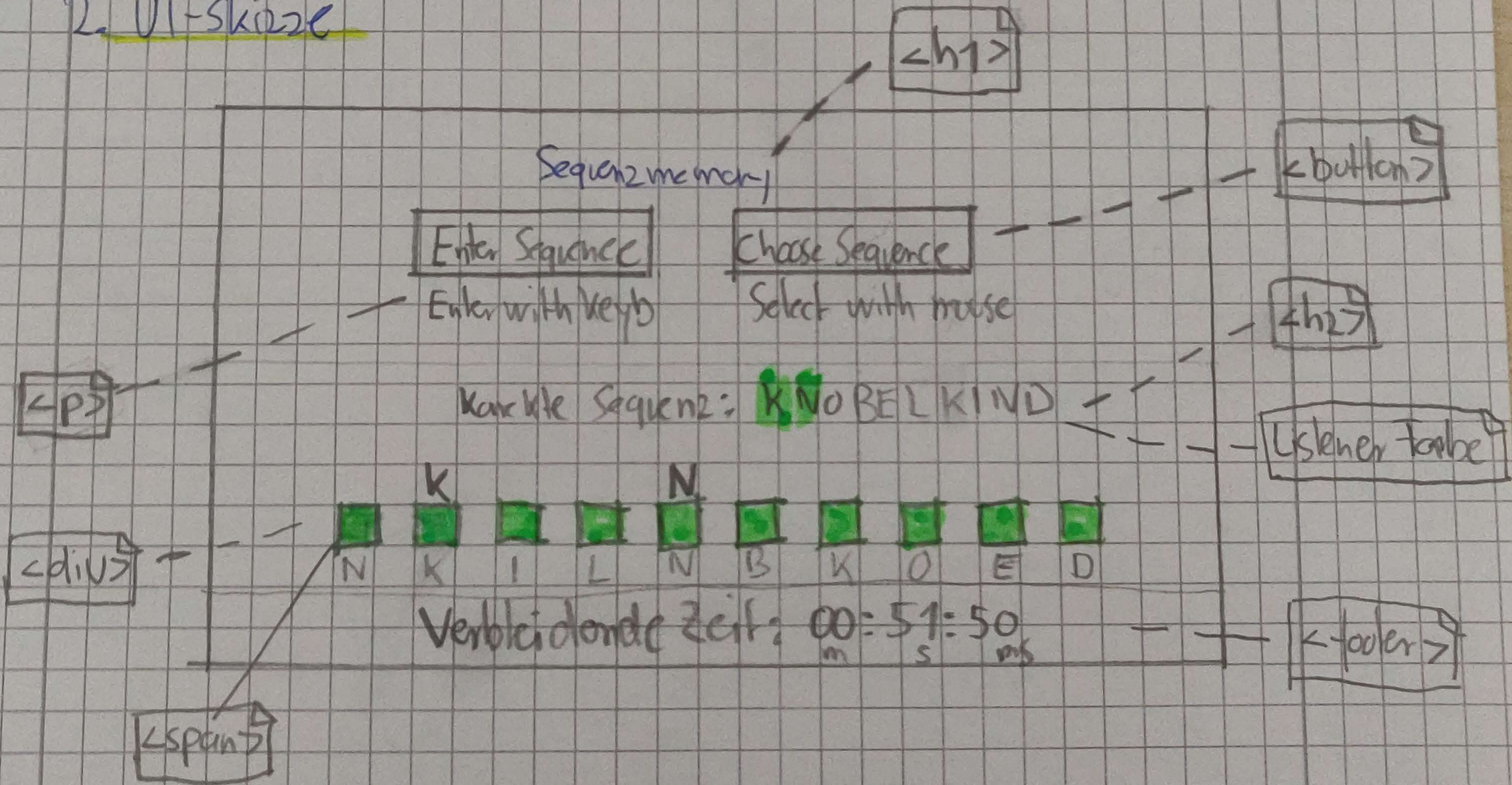
Seqren 2 memory

Mario Eggelinger

1. Sequenz memory = Use-Case-Diagramm



2. VI-Skizze



Before Game

Interface

```
let Sequence : String[] = ["Sequence 1", "Sequence 2", "Sequence 3", ...],
let time total : number = X # total time
let time before start : number = X # time before start
let enterSequence : String[]
```

add Event Listener "click"

[press any key]

enter or choose sequence

[enter]

[choose]

input +
push in "enter
sequence"

choose
"Sequence X"

click
random
Sequence

choose
"Sequence X"

let enterSequence : String[] = []

let Sequence : String[] = [chosen Sequence]

Total time

Time before start

```
let time before start : number = value # time before start
let time total : number = value # total time
```

add Event Listener "start"

[Game Start]