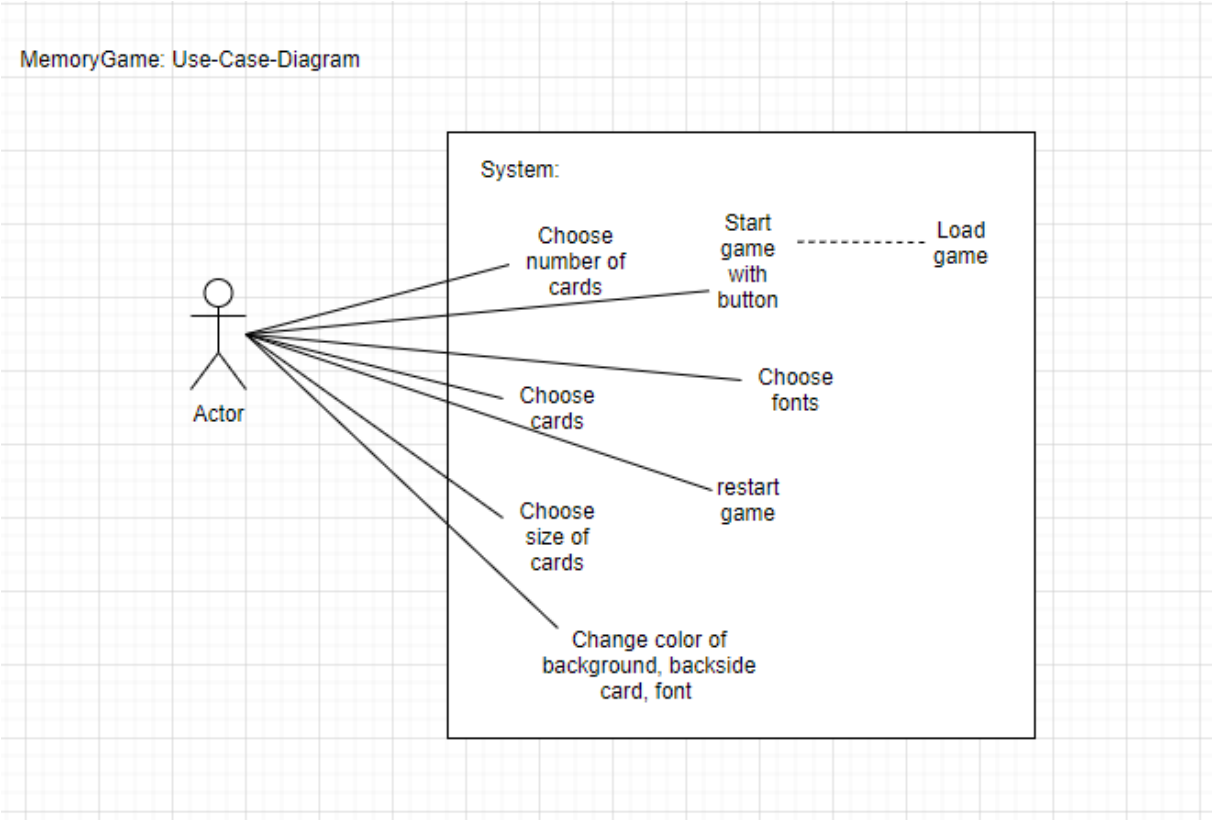
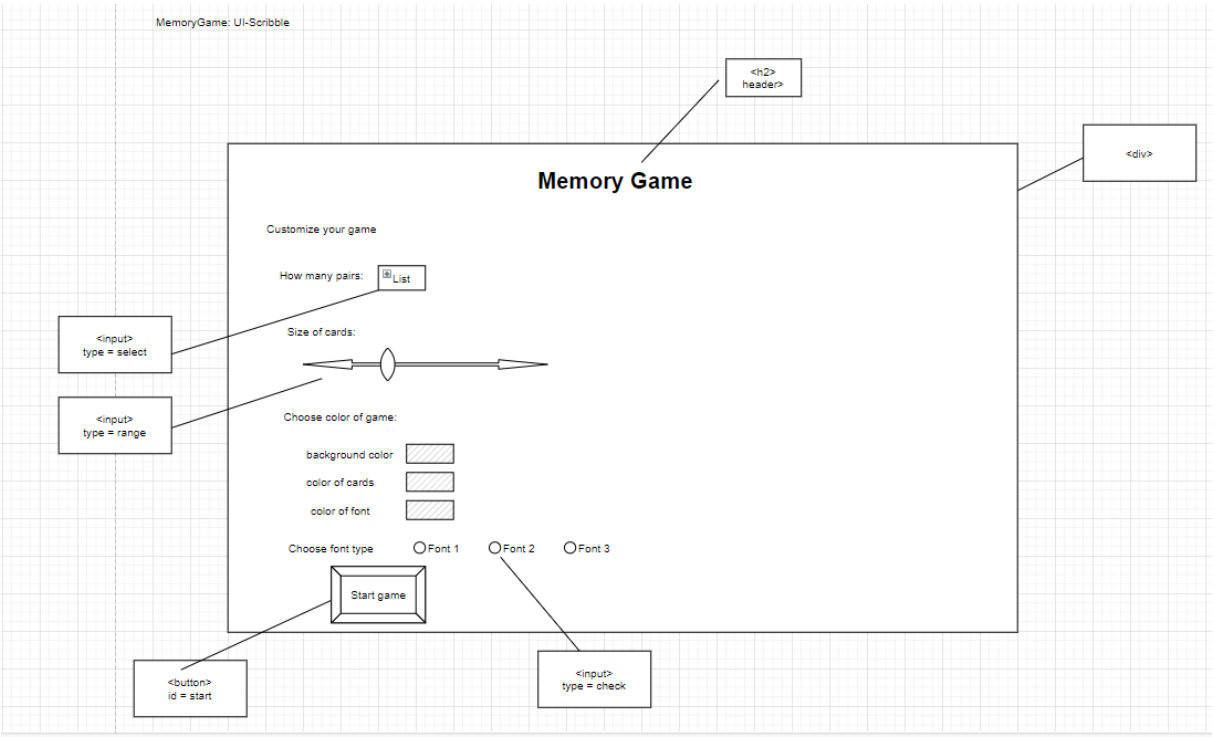
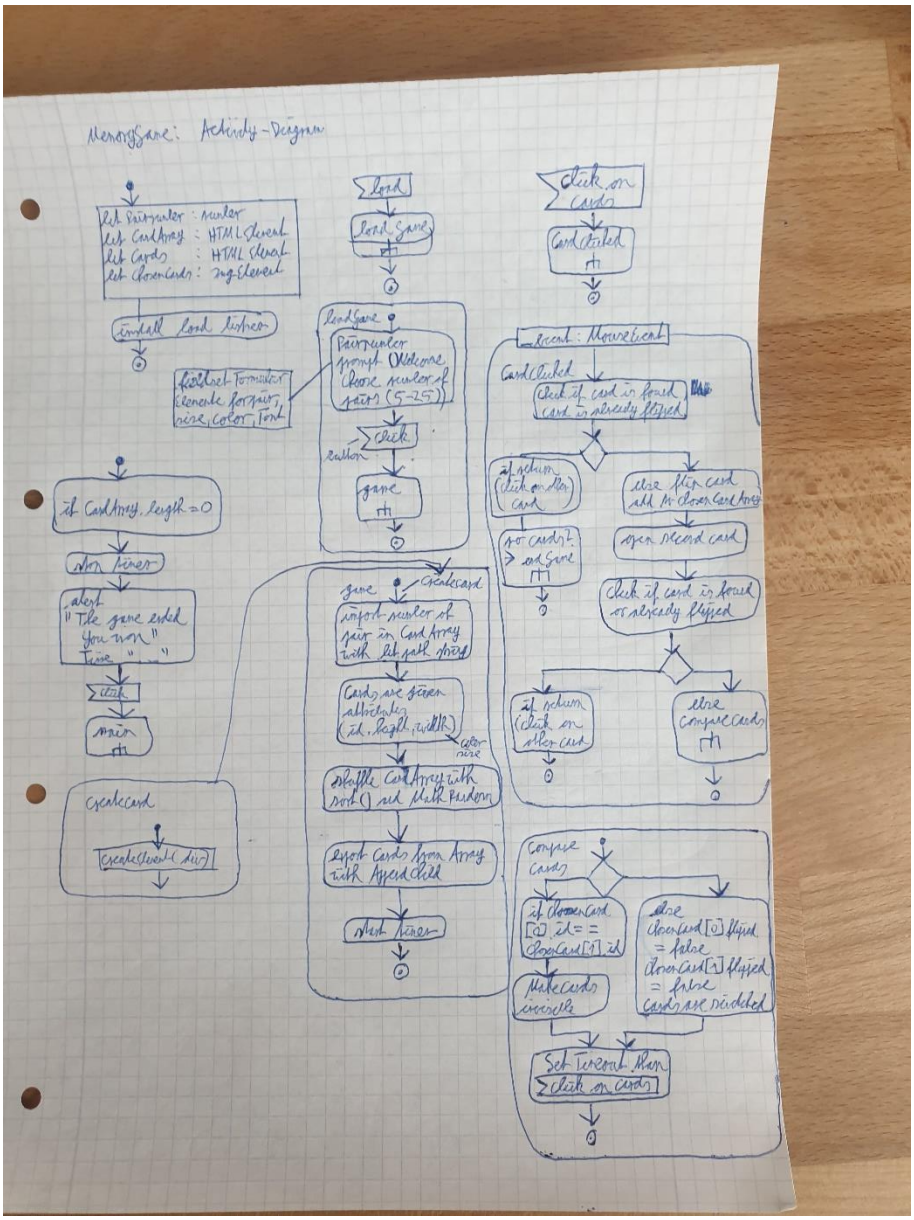
Memory Game Update






MemoryGame: Activity-Diagram
let Pairnumber : number
let CardArray : HTML Element
let Cards : HTML Element
let ChosenCards : Img Element
install load listener
fieldset Formular
Elemente for pair, size, color, Font
load
load game
loadGame
Pairnumber prompt (Welcome Choose number of pairs (5-25))
click
button
game
click on cards
Card clicked
event : MouseEvent
CardClicked
Check if card is found card is already flipped
if return (click on other card)
no cards? > end Game
else flip card add to ChosenCardArray
open second card
Check if card is found or already flipped
if return (click on other card
else compare cards
if CardArray.length = 0
stop timer
alert "The game ended You won" Time "..."
click
main
createcard
createElement(div)
game
createcard
import number of pair in Card Array with let path string
Cards are given attributes (id, height, width)
color size
shuffle CardArray with sort() and Math Random
export Cards from Array with AppendChild
start timer
compare cards
if ChosenCard[0].id == ChosenCard[1].id
else ChosenCard[0] flipped = false ChosenCard[1] flipped = false cards are switched
Make cards invisible
Set Timeout than click on cards