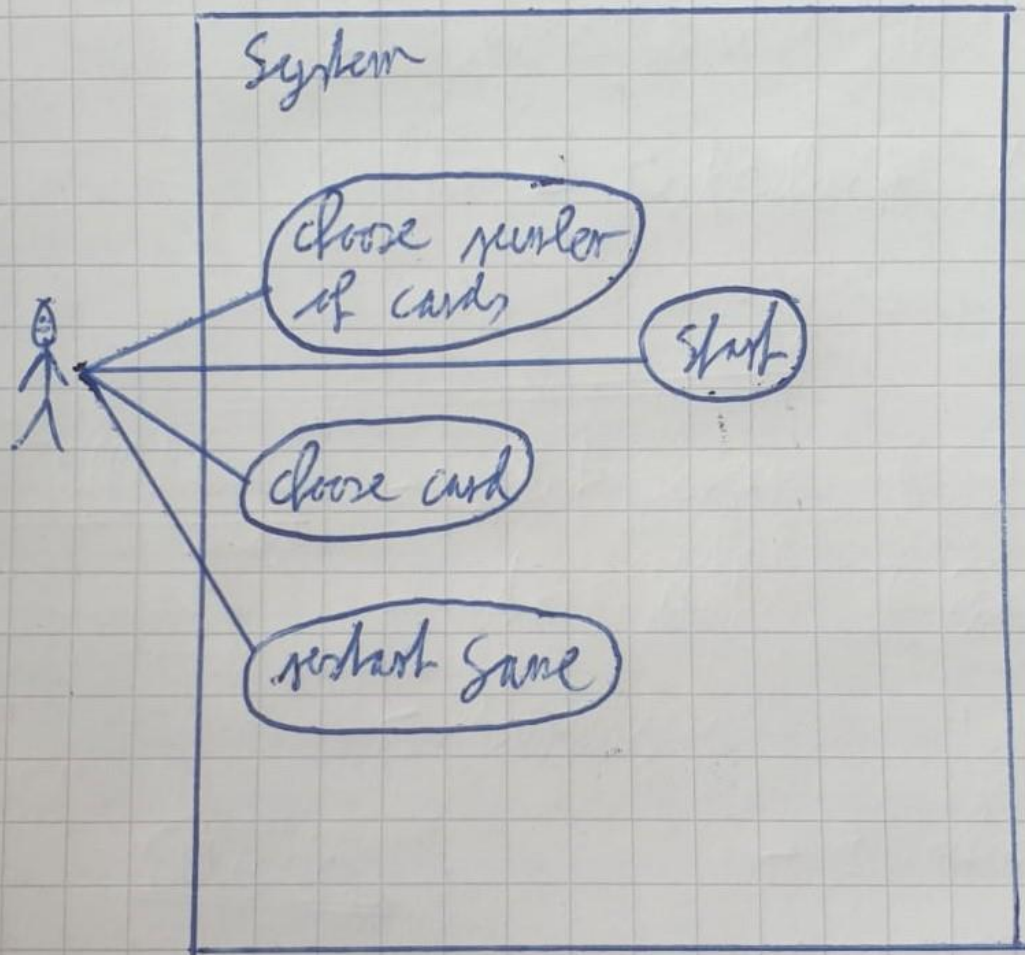


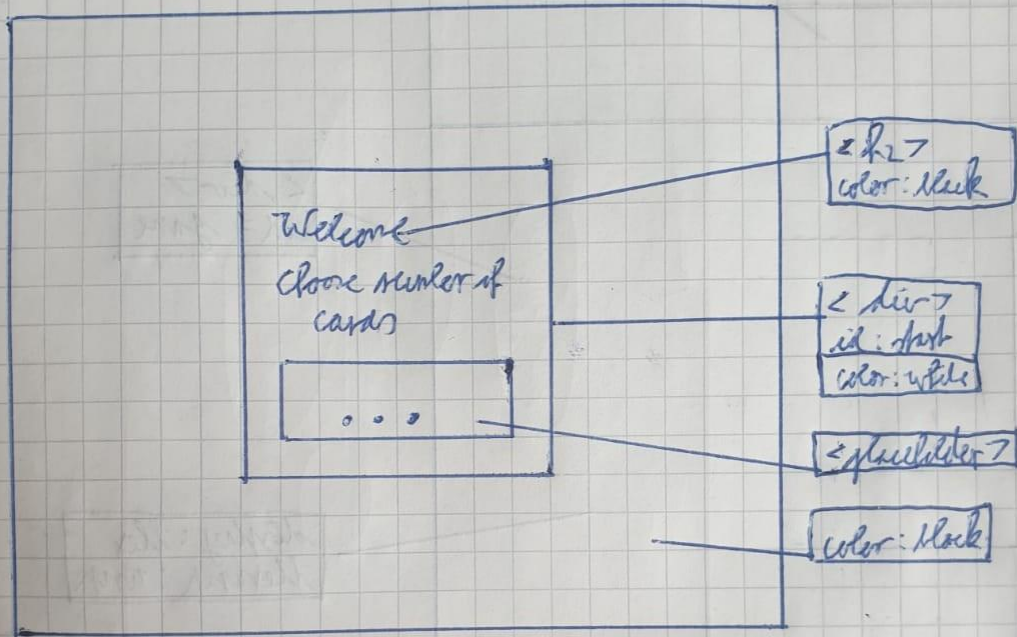
Konzept von Martin Fuhr

Verbessert von Max Wronka

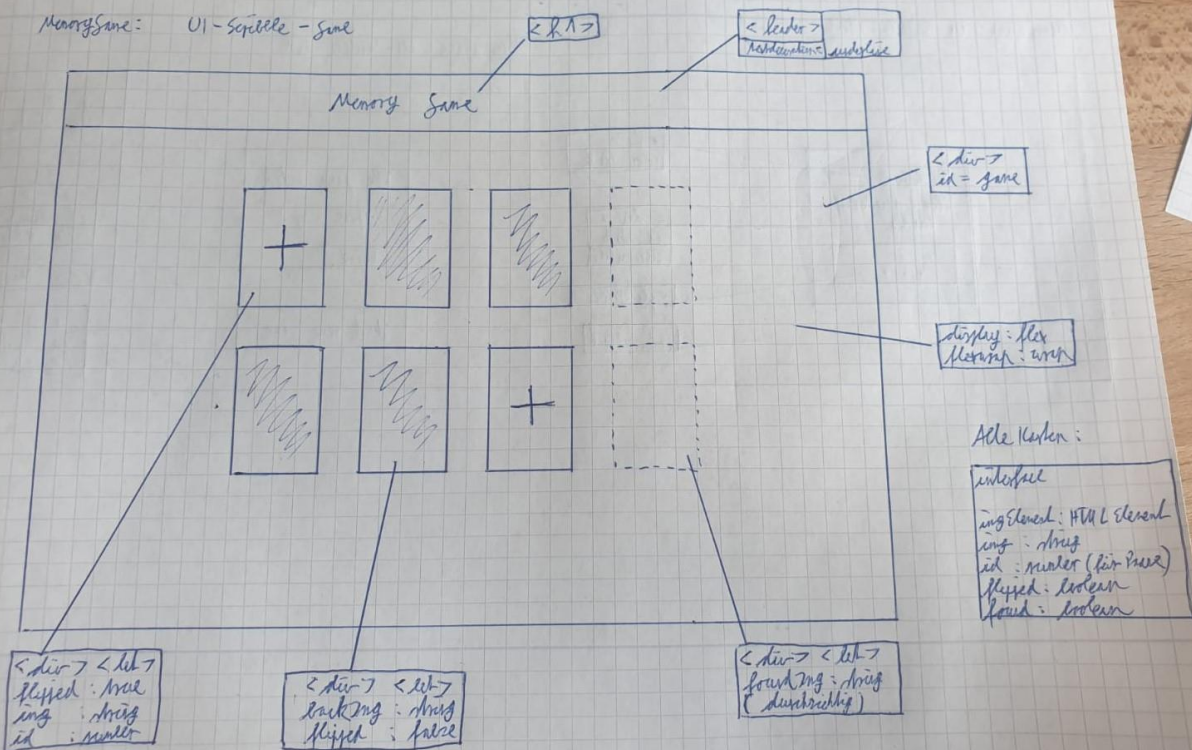
# MemoryGame: Use-Case-Diagramm



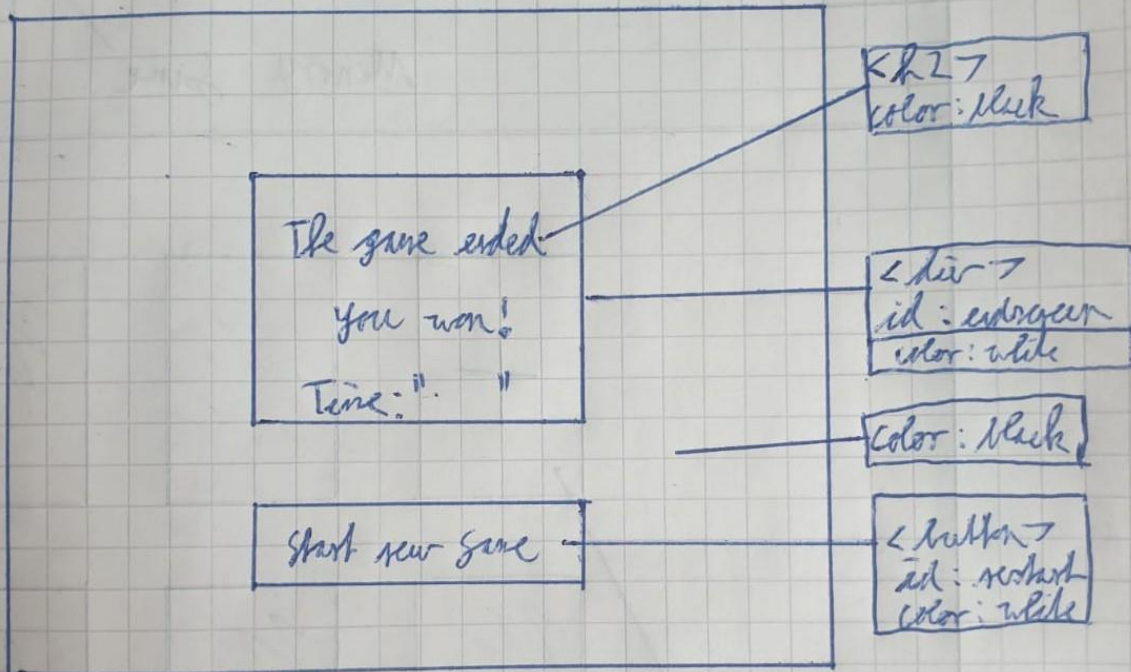
MemoryGame: UI - Spielte - start



MemoryGame: UI - Spielte - game

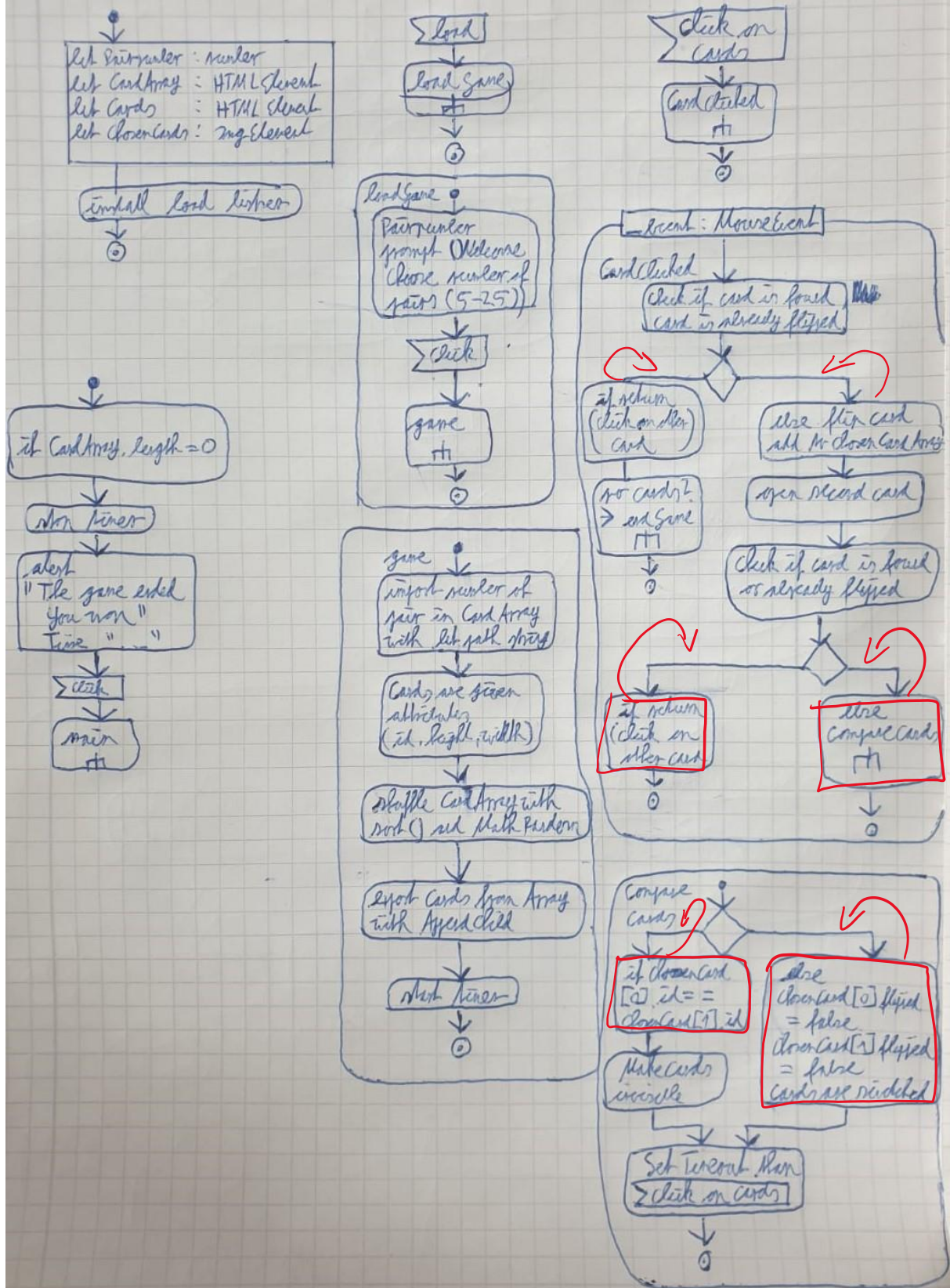


MemoryGame: UI - Scrollle - End





# MemoryGame: Activity-Diagram



Probleme:

- kein Responsive Design
- if/else -Bedingung nicht richtig dargestellt

Verbesserung:

- Bedingungen an den Pfeil
- Responsive Design

```
div{
  background-color: black;
  height: 270px;
  width: 270px;
}

p{
  color: blanchedalmond;
  text-align: center;
  font-size: 100px;
  margin: 0 auto;
}

.container{
  display: grid;
  grid-column-gap: 15px;
  grid-row-gap: 15px;
  grid-template-columns: 1fr 1fr 1fr;
}

@media only screen and (min-width: 1160px) {
  .container{
    grid-template-columns: auto auto auto auto auto auto;
    grid-column-gap: 50px;
    grid-row-gap: 50px;
  }

  div{
    height: 350px;
    width: 350px;
  }
}
```