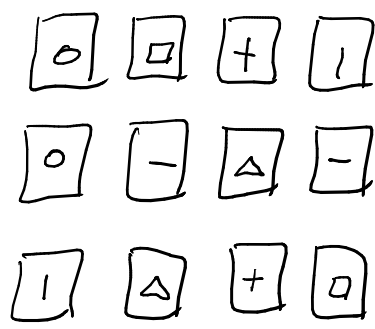
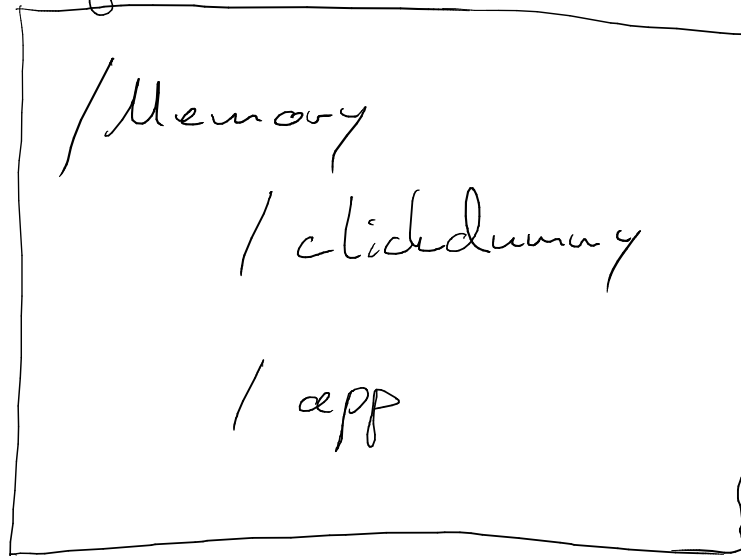


## Memory

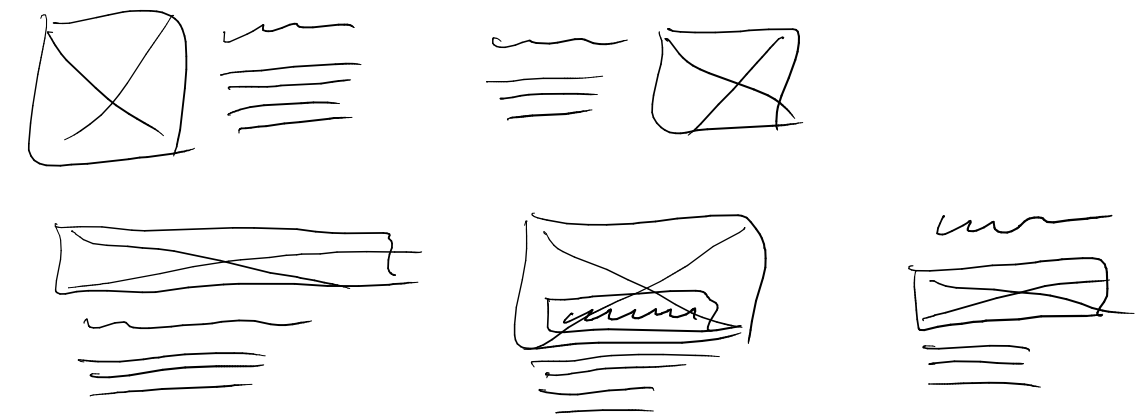
- Spielfeld
- Hauptmenü
- Gewinnmeldung



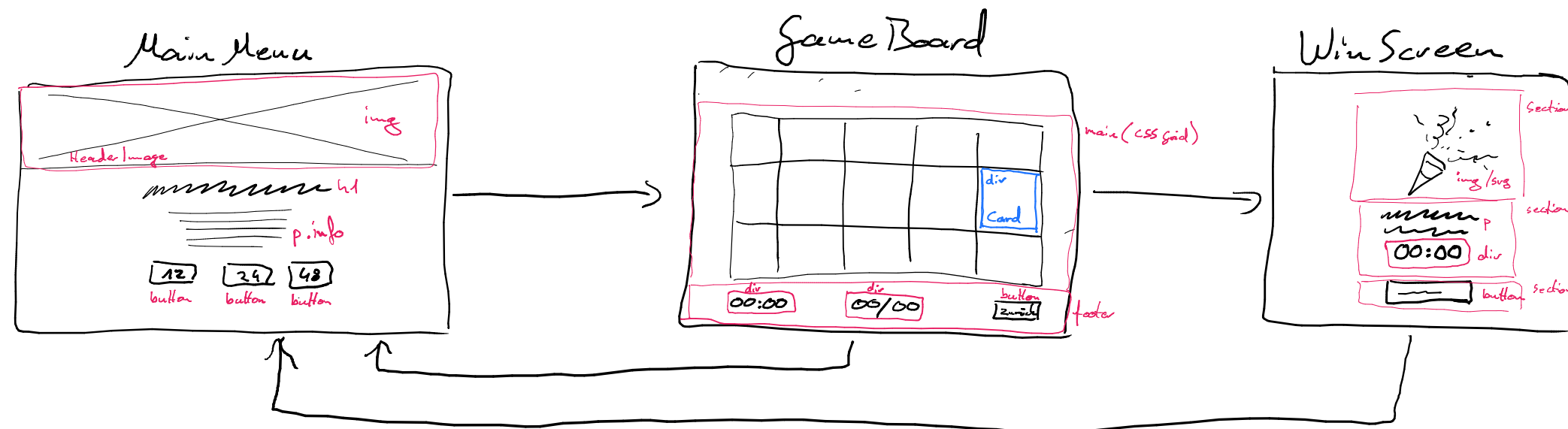
## Projektstruktur



## Beispiel Scribbles / Wireframes für Artikel



## User Flow Chart



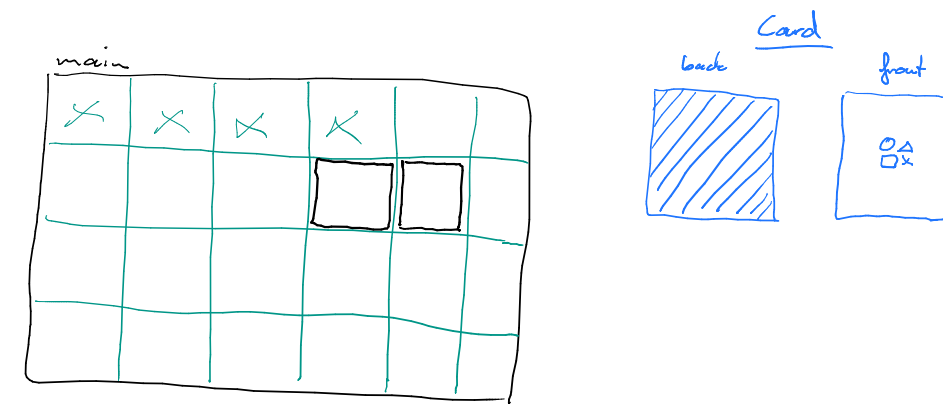
## Click Dummy

Main Menu.html    GameBoard.html    WinScreen.html

## React - Komponenten auslagern

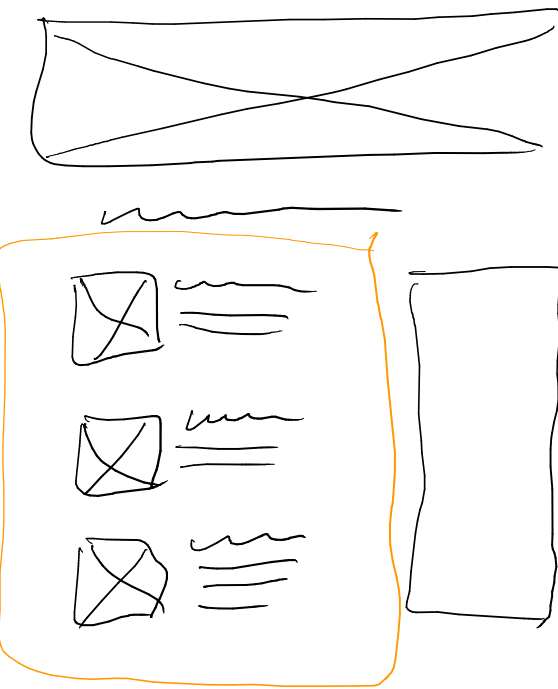
## Grundfunktionen implementieren (Routing)

## Spiellogik implementieren



12 Cards

```
<main>
  <Card ...>
  <Card ...>
  <Card ...>
  ...
</main>
```



<section>

<article>

<img ...>

<h2>...

<p>...

</article>

} Article (img, title, teaser)