

Sequence -
memory: string

Install load
listener

array [] = []
sequence [] = []
let index: number = 0
let counter = data

find Input Div
& install pointer/
click listener

find start button
and install pointer/
click listener

find help button &
install pointer / click
listener

find Deck Div &
install pointer/
click listener

INPUT

Input: event

get Data from
Input Div

Data = sequence

display in time

find counter
div & display

Split Data
in separate
→ string split
method

insert letters
into new Array

find solution space

display sequence

START

Start Game

event: click/
pointer

set Attribute
Card: black
Card

Data = Fehler -
Suche

display in time

HELP

HELP - Keyboard
event

alert (-sequence)