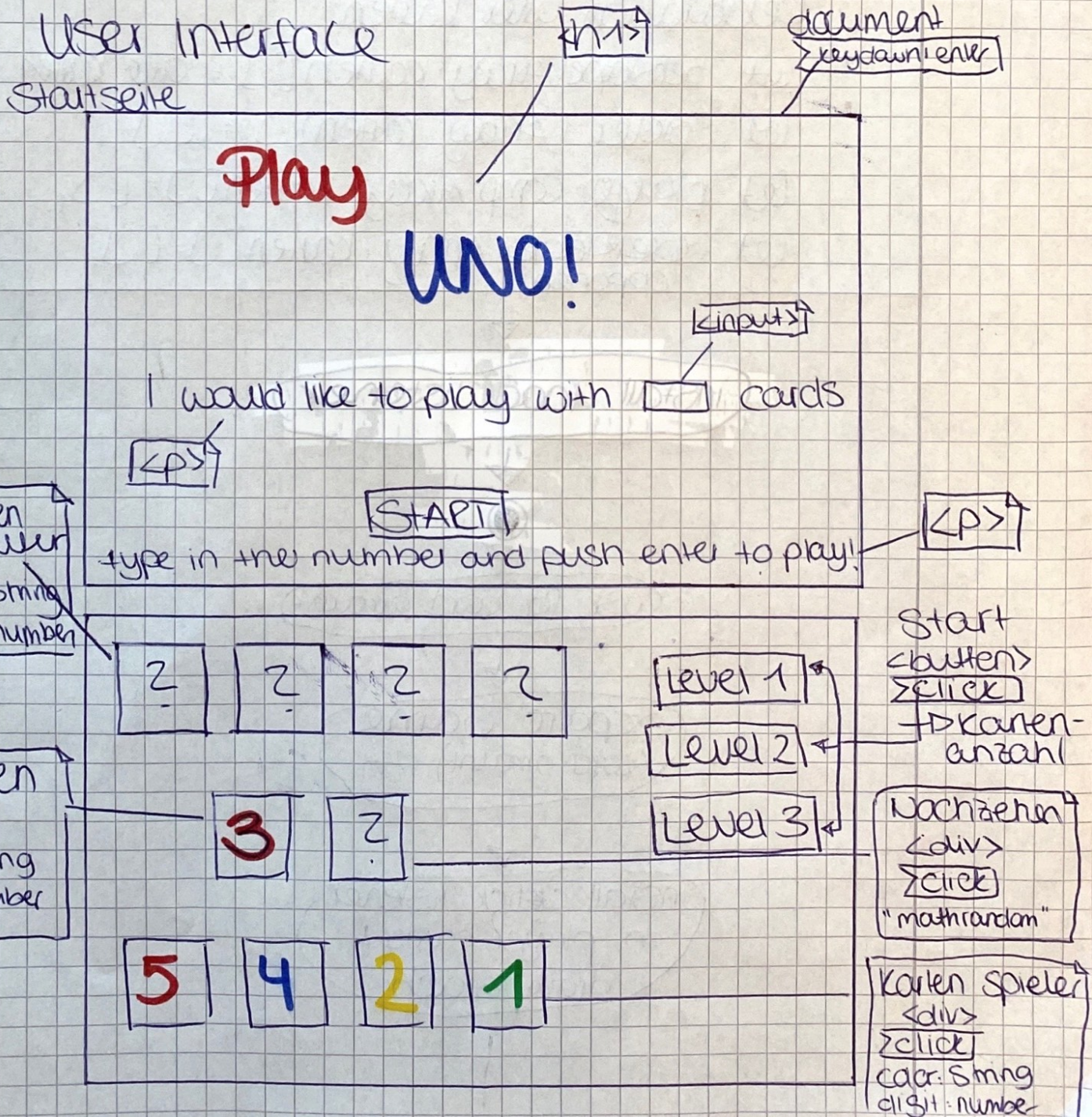
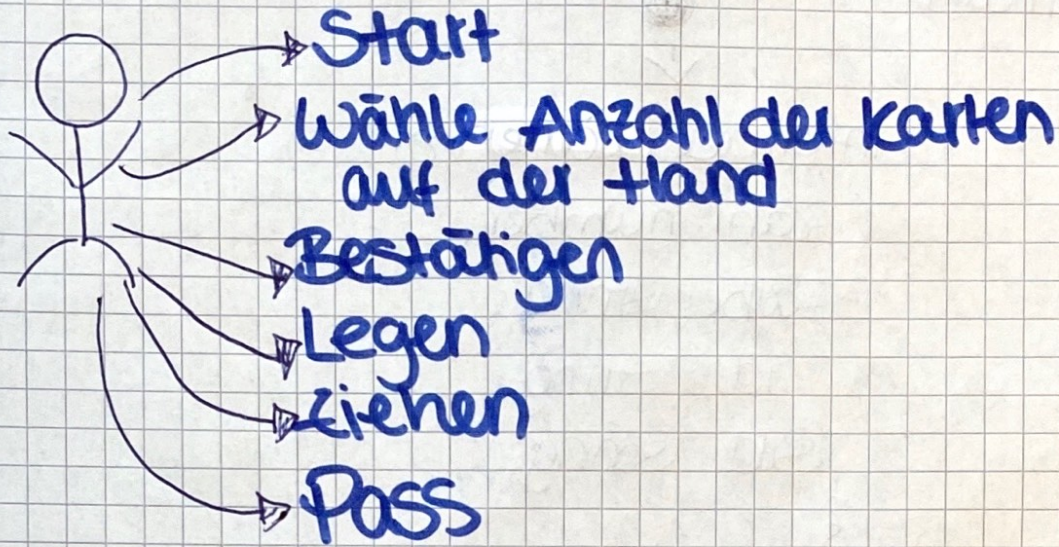


USE-CASE-DIAGRAMM



Activity Diagram

main



interface cards {

zahl: number;

farbe: string;

id: string;

Bild: string;

}

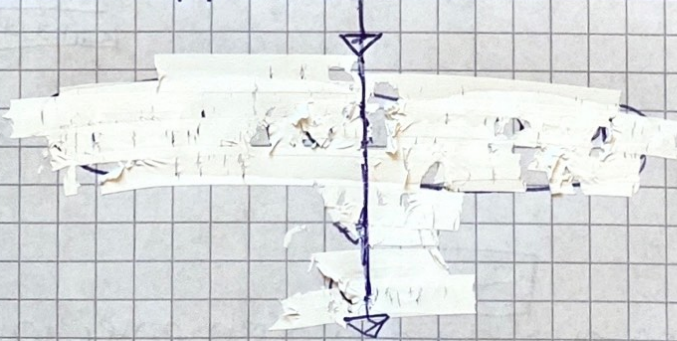
Deklaration aller Karten

let zehsapelArray: Karten[] = alle Karten

let Spieler 1 Array: Karten[] = [];

let ~~player~~ comp Array: Karten[] = [];

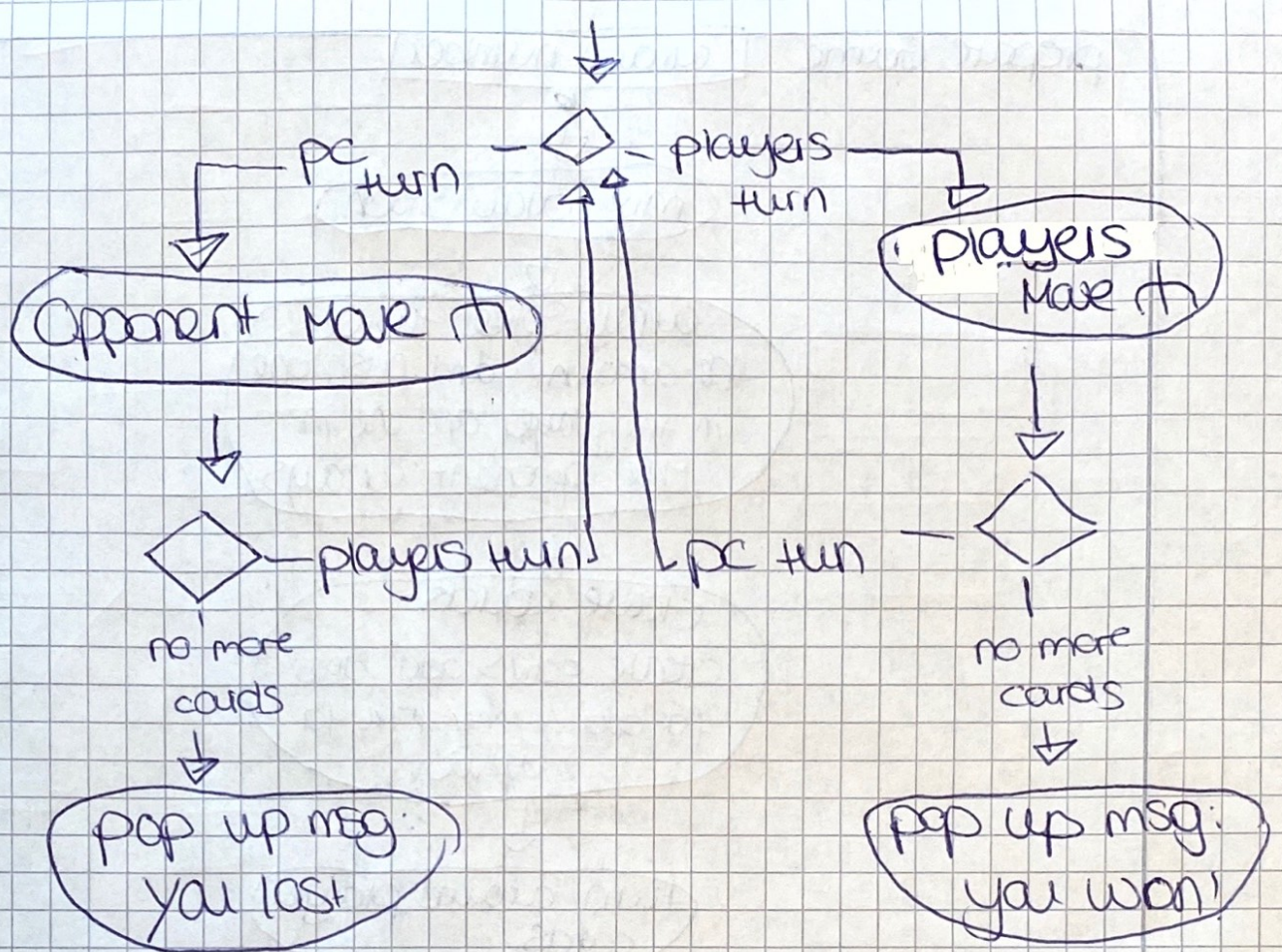
let ~~Spieleck~~ Array: Karten[] = [];
opponent



ask for card amount

prepare Game
(card amount)

install click listener
on player cards &
draw stack



Opponent Move

