How to achieve the random card distribution:

Use [the modern version of the Fisher–Yates shuffle algorithm](https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm):

/\*\*

\* Shuffles array in place.

\* @param {Array} a items An array containing the items.

\*/

function shuffle(a) {

var j, x, i;

for (i = a.length - 1; i > 0; i--) {

j = Math.floor(Math.random() \* (i + 1));

x = a[i];

a[i] = a[j];

a[j] = x;

}

}

ES2015 (ES6) version

/\*\*

\* Shuffles array in place. ES6 version

\* @param {Array} a items An array containing the items.

\*/

function shuffle(a) {

for (let i = a.length - 1; i > 0; i--) {

const j = Math.floor(Math.random() \* (i + 1));

[a[i], a[j]] = [a[j], a[i]];

}

return a;

}

* eventListener für jede Karte: eventuell über

document.querySelectorAll('class');