MemoryGame + PlayAgainstComputer: bool GameStatusEnum +GameStatus: GameStatusEnum + Cards: List<Card> + Player1Score: int Playing + Player2Score: int Finished + GameMessage: string Notstarted + GameMessageColor: System.Drawing.Color + GameMessageColorMAUI: Microsoft.Maui.Graphics.Color + StartButtonText: string + Player2ScoreName: string + PlayerMode: string + DisableBtnDuringPlay: bool + TotalScore: string + StartNewGame() + PlayCard(int cardindex) - DoMove(int cardindex) - ShuffleCards() - PickedCardsMatch(): bool DoComputerMove() - PickRndCard(): int TwoSecDelay() - ConvertToMauiColor(Color systemColor) : Microsoft.Maui.Graphics.Color - InvokePropertyChanged(bool All = false, propertyname = CallerMemberName)

CardStatusEnum + CardStatus: CardStatusEnum + CardPicture: char + BackColor: System.Drawing.Color + BackColorMAUI: Microsoft.Maui.Graphics.Color + ForeColor: System.Drawing.Color + ForeColorMAUI: Microsoft.Maui.Graphics.Color + IsVisible: bool - ConvertToMauiColor(Color systemColor): Microsoft.Maui.Graphics.Color - InvokePropertyChanged(bool All = false, propertyname = CallerMemberName)