Memory-Game: Use-Case-Diagramm

System

- Start
- Settings
- Choose pair number
- Choose card

User

BRUNNEN

h1

<p>

numberstepper

Slider

Memory-Game: Setting

Number of pairs | 10   ⇕ | ok

Card size   ——————▯——————→ px

Color of background   [▭]   ok

Color of card   [▭]   ok

Color of font   [▬]   ok

Font   Arial ○   Times ○   Calibri ○

| START |

Color-picker

.button

Radio-button

Event handlers (top row)

load → handleLand (handleLoad) → ●

click (button) → createCards → ●

click → chooseCard → ●

⨉ → compareCards → ●

Main diagram (leftmost)

● → install load listener on window → install prompt with numbers from 5-25 → let pairs: number = 0 → let turnedCards: number = 0 → let wonPairs: number = 0 → install timer, set to 0:00 → ●

handleLoad

handleLoad ● → install clicklistener on startButton

createCards

_event: mouseevent

createCards

createFormData → save FormData entrys as variables → for Looop: create divs with attributes of FormData → append divs to gameboard with class "back" → install click listener on cards → start timer → ●

chooseCard

_event: mouseevent

chooseCard

◇
- [turnedCards = 0] → select first card → turnedCards ++ → ad class "front" → ●
- [turnedCards = 1] → select second card → turnedCards ++ → ad class "front" → block other cards from turning → setTimeout(compareCards, 2000) → ●

compareCards

compareCards ●

◇
- [card1 is not card2] → Add for both cards the "back" class and remove the "front" class → turnedCards = 0 → ●
- [card1 = card2] → Add the "isHidden" class for both cards → wonPairs++ → turnedCards = 0 → ◇
  - → ●
  - [wonPairs = pairs] → Alert: "Congratulions + Time" → ●