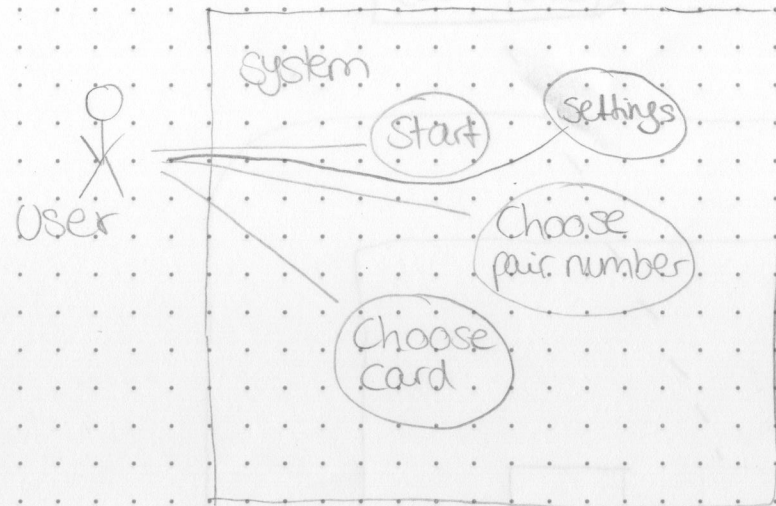


# Memory Game: Use-Case Diagram





Memory-Settings: UI-Scribble