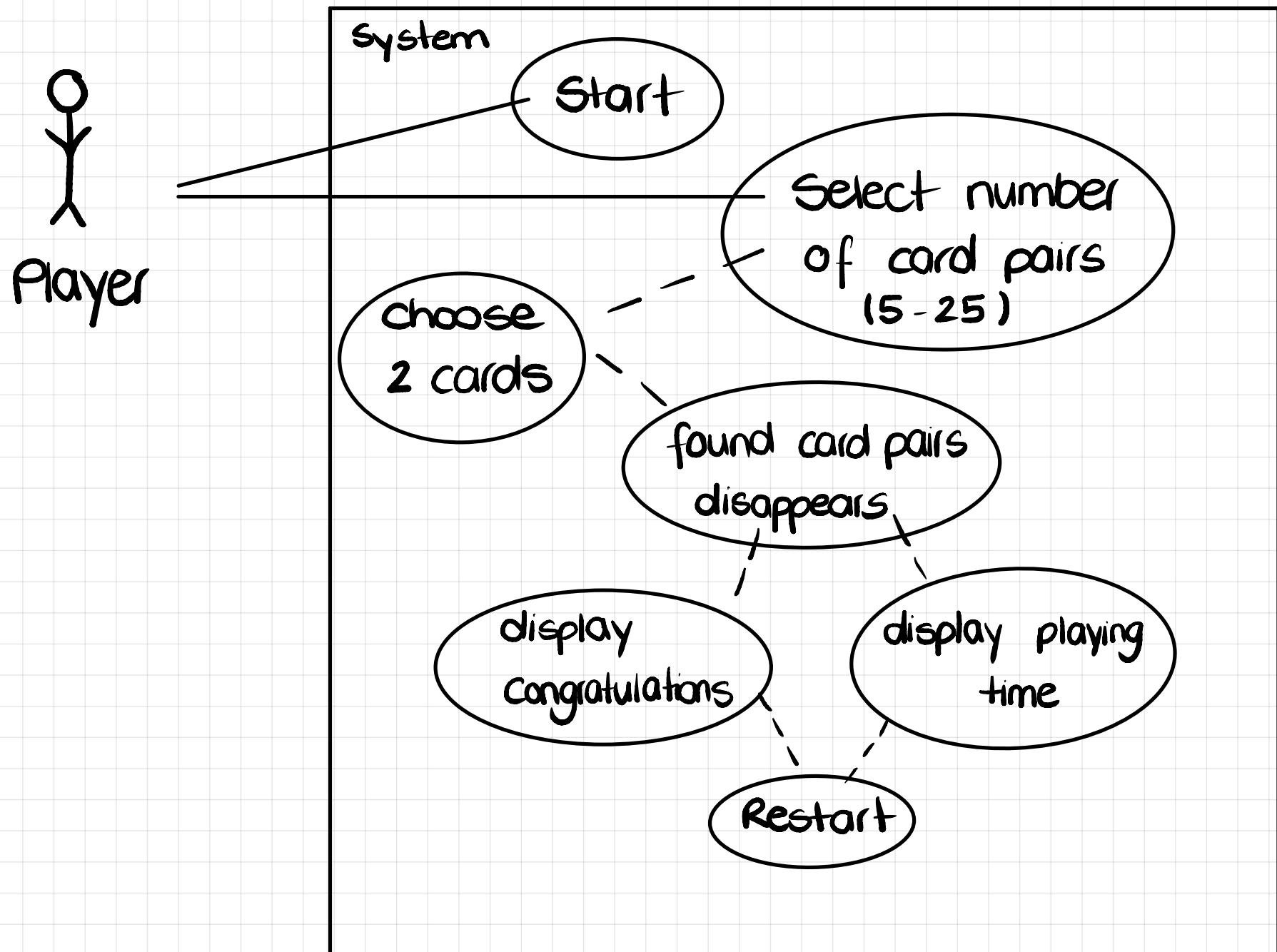
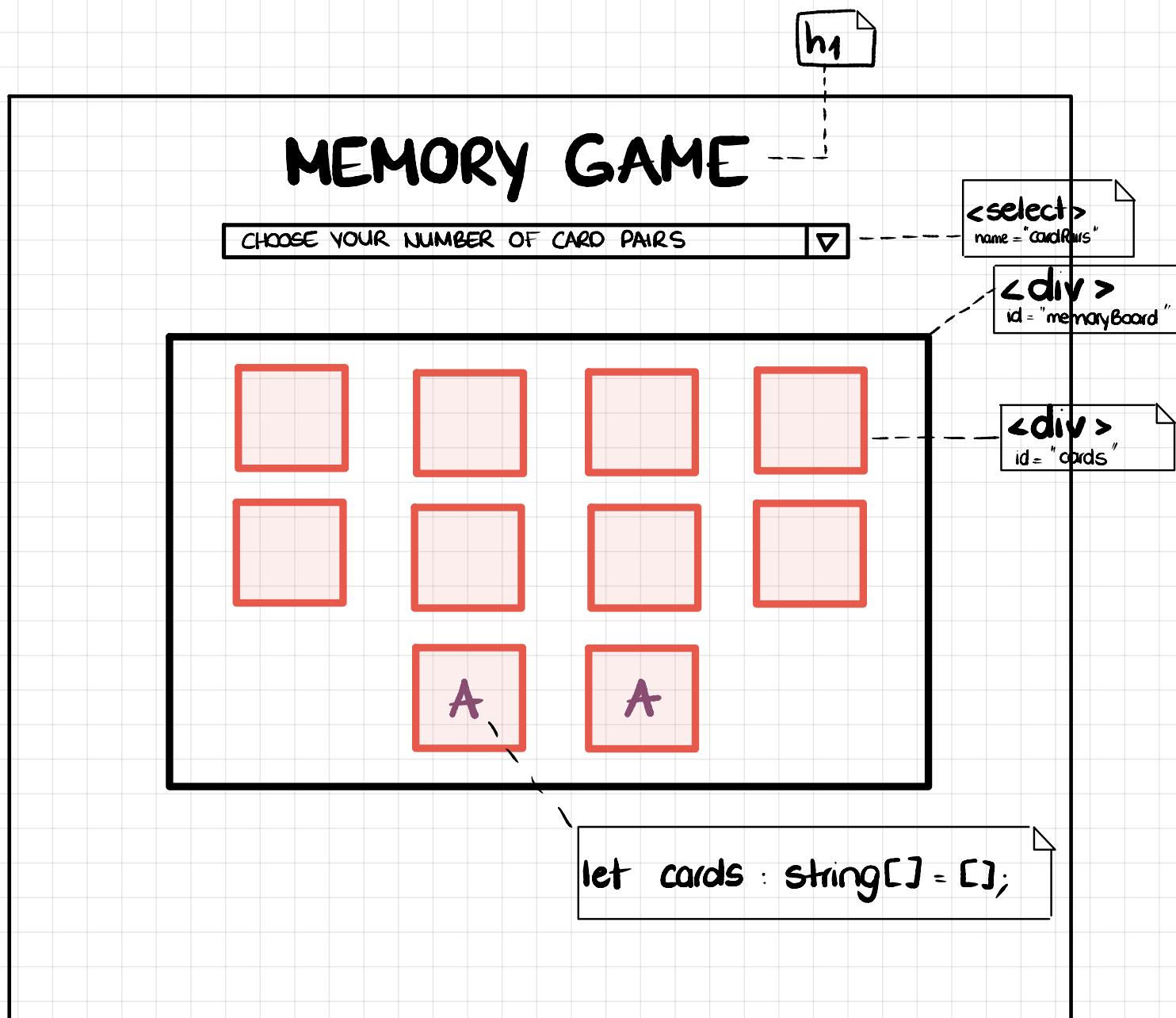


## LO2 - Memory : Use - Case - Diagram



## LO2 - Memory : UI - Scribble

Anfang & Während dem Spiel :



Ende des Spiels :

