

1. Anwendungsdiagramm

| | |
|-------------|---------------------------------------|
| | System |
| | Start |
| User | Select number of Cards |
| | Flip |
| | Click: on -> output : congratulations |

2. UI

Anfang

```

graph TD
    StartGame[START GAME] --> ChooseLevel[Choose level]
    ChooseLevel --> Easy[easy (15 cards)]
    ChooseLevel --> Normal[normal(25 cards)]
    ChooseLevel --> Hard[hard(40 cards)]
    Easy --> Buttons[buttons]
    Normal --> Buttons
    Hard --> Buttons
    Buttons --> Select[<select><option>  
id = level  
startButton]

```

Spielfeld (easy)



