1. **Anwendungsdiagramm**

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

1. **UI  
   Anfang**

<h1> START GAME

<h2> Choose level   
 easy (15 cards) normal(25 cards) hard(40 cards)   
 *buttons*

*<select><option>  
id = level  
startButton*

**Spielfeld (easy)**

<div>  
id = Spielfeld  
spielfeldEasy

<span>  
 class = card

Trys: <p> id = trys

Points: <p> id=points

Timer: <p> id = timer

Trys: 0 Points: 0 Timer: 0 sec.