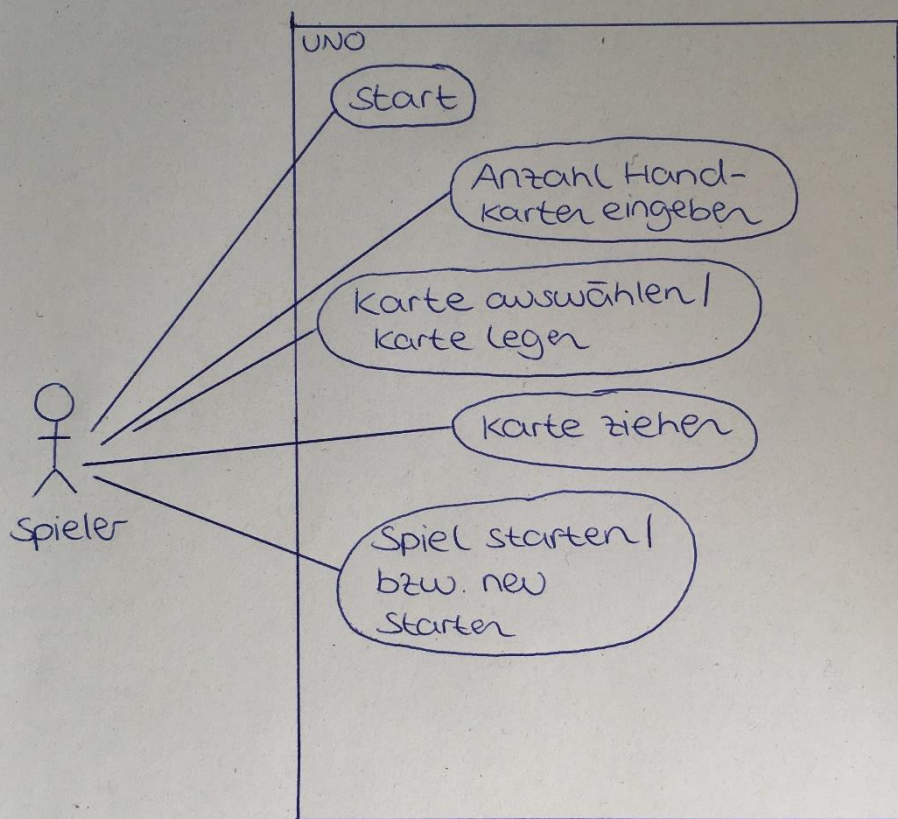


LO2 - Aufgabe

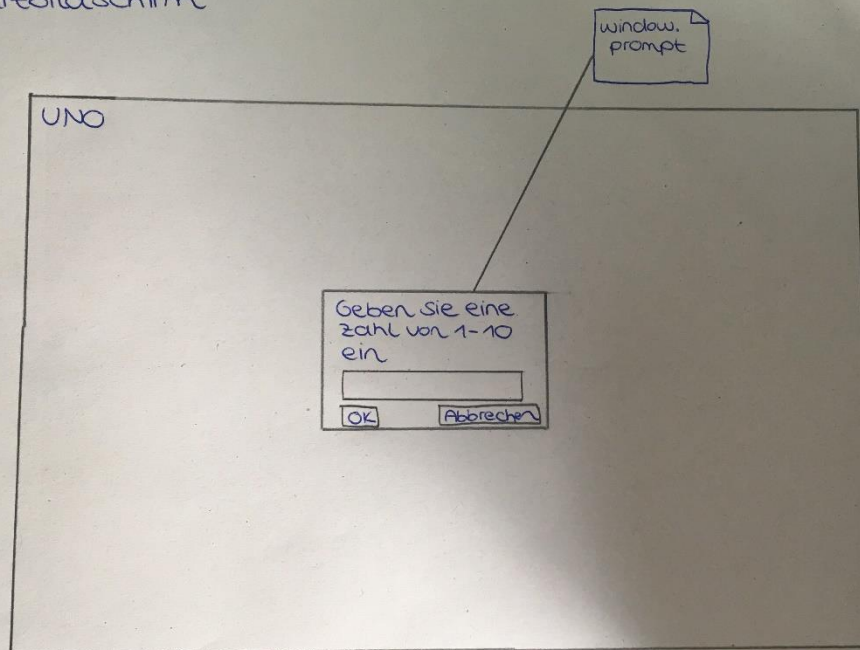
12.10.20

① Use-case - Diagramm:



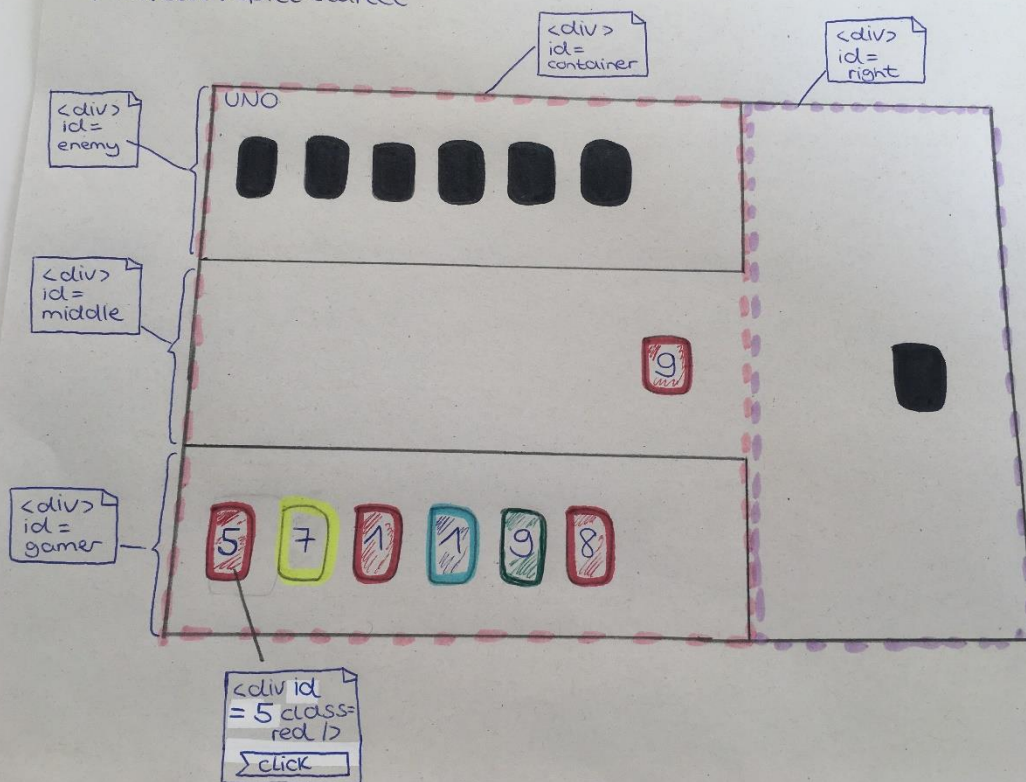
② UI-Scribble: Teil 1
Startbildschirm

21.10.20



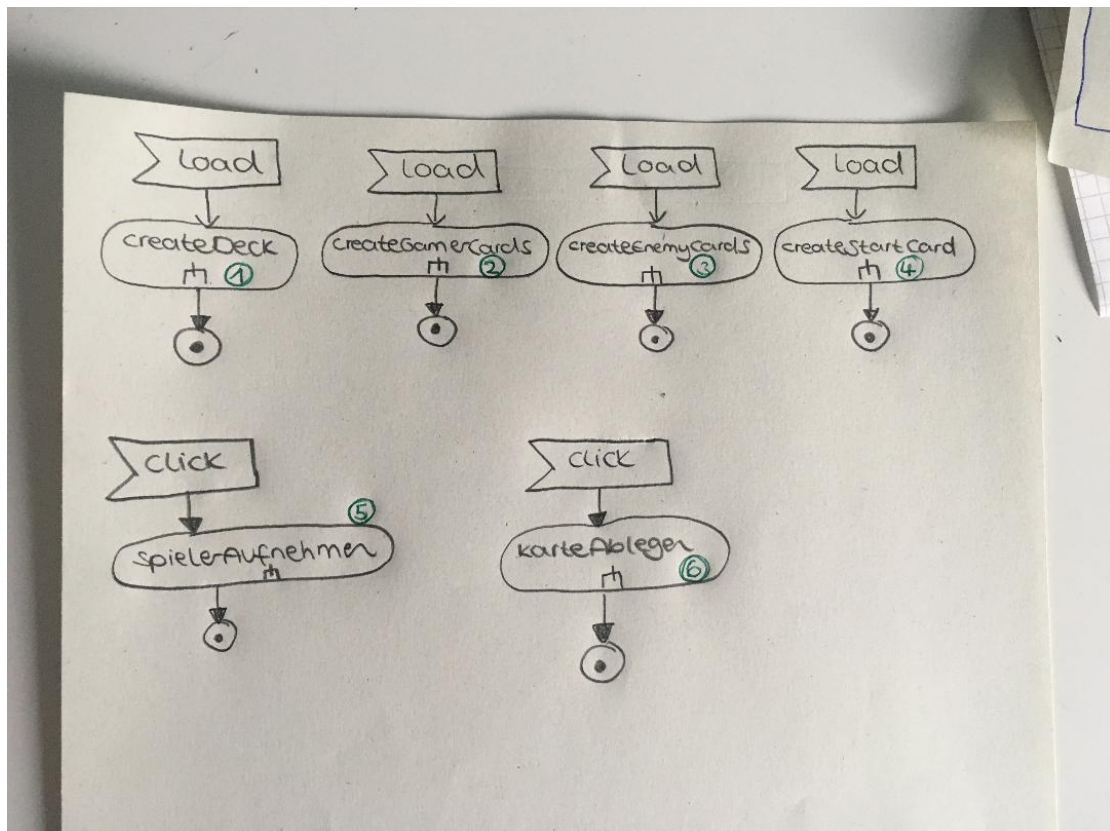
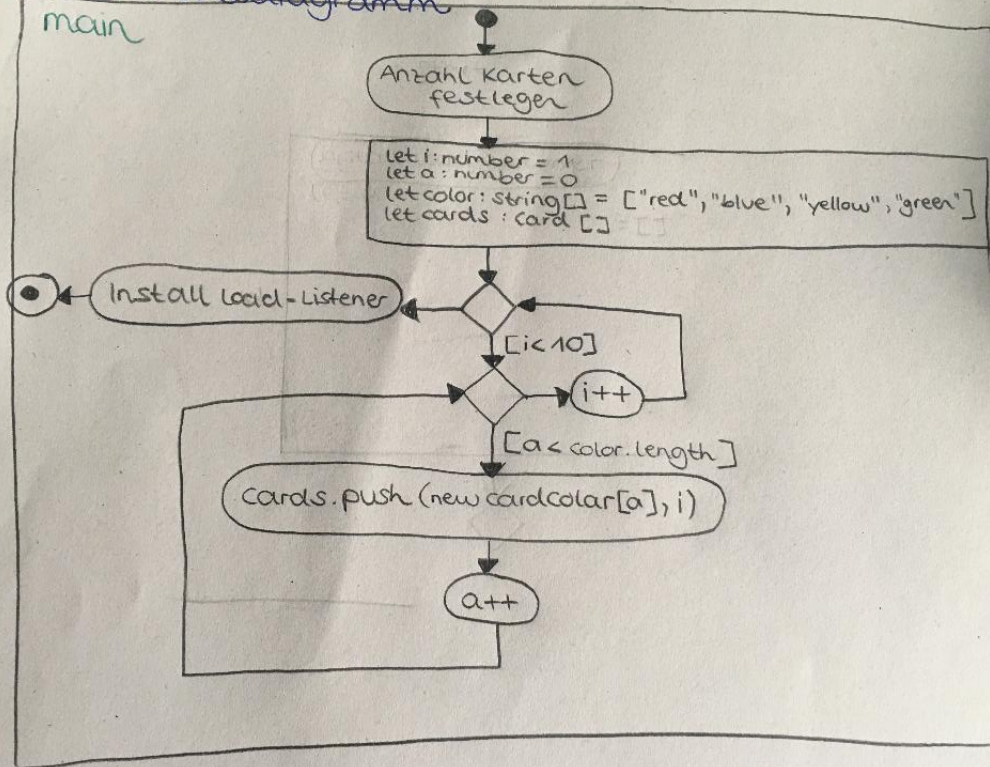
UI-Scribble: Teil 2
Spielfeld / Spiel startet

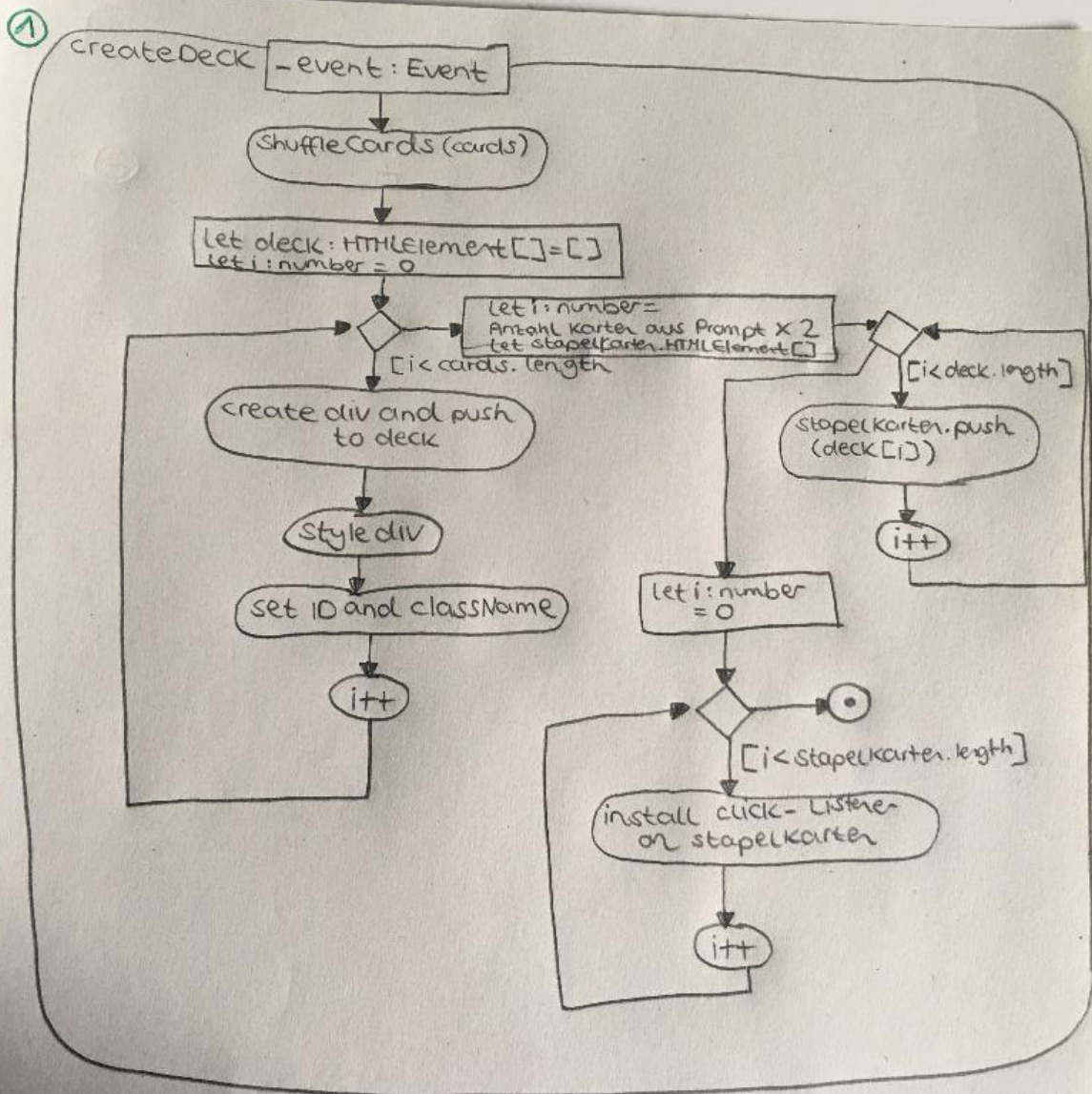
21.10.20



③ Aktivitätsdiagramm

main

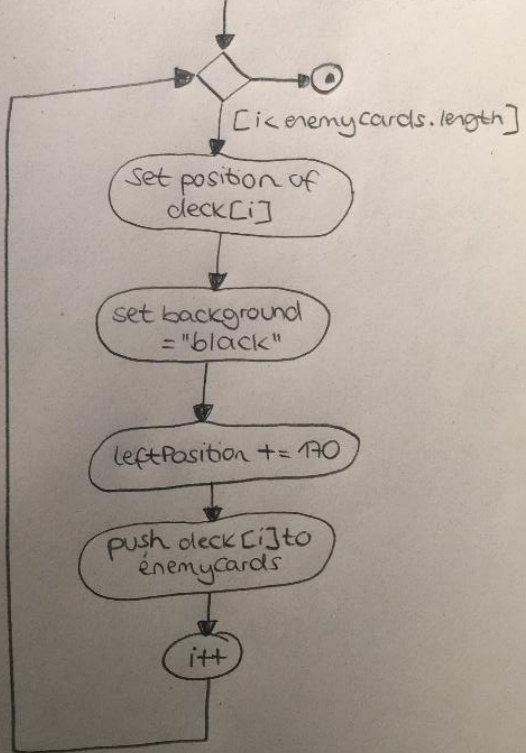




②

CreateEnemyCards -event: Event

let leftPosition: number = -1100
let amountCardsEnd = Wert aus
Prompt x 2
let i: number = amountCards
EnemyCard: HTMLElement[]



③

createGamercards

- event: Event

let left: Position: number = -100
let amountCards = Wert aus Prompt
let i: number = 0
gamercards: HTMLElement[]



[i < amountCards]

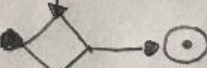
set position on
deck [i]

set textContent
on deck [i]

leftPosition += 170

push deck [i] to
gamercards

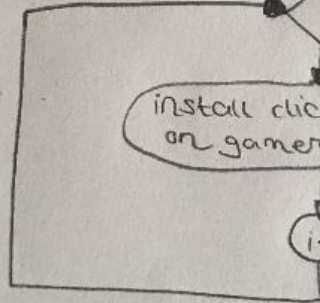
let i: number = 0



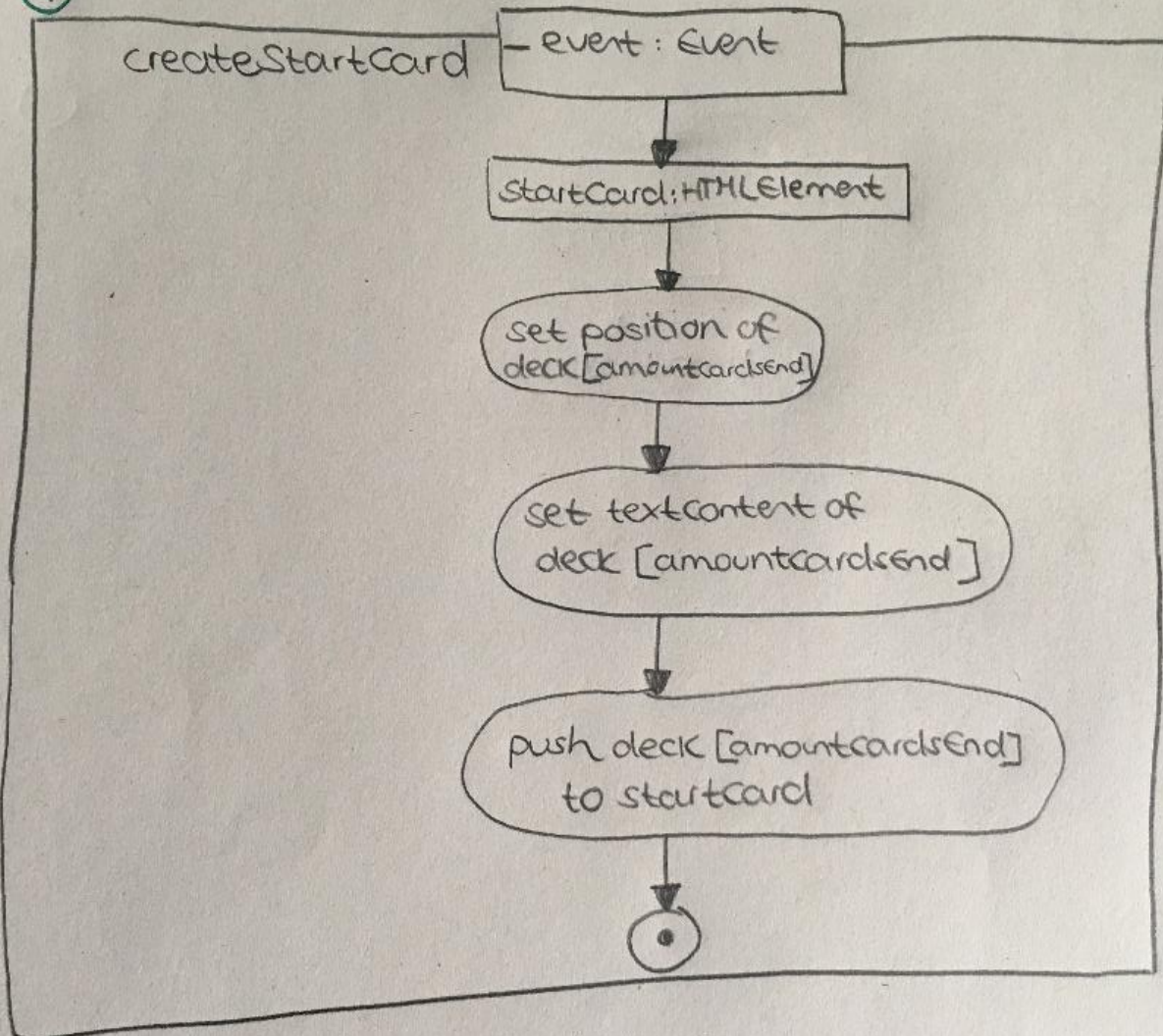
[i < gamercards.length]

install click-Listener
on gamercards

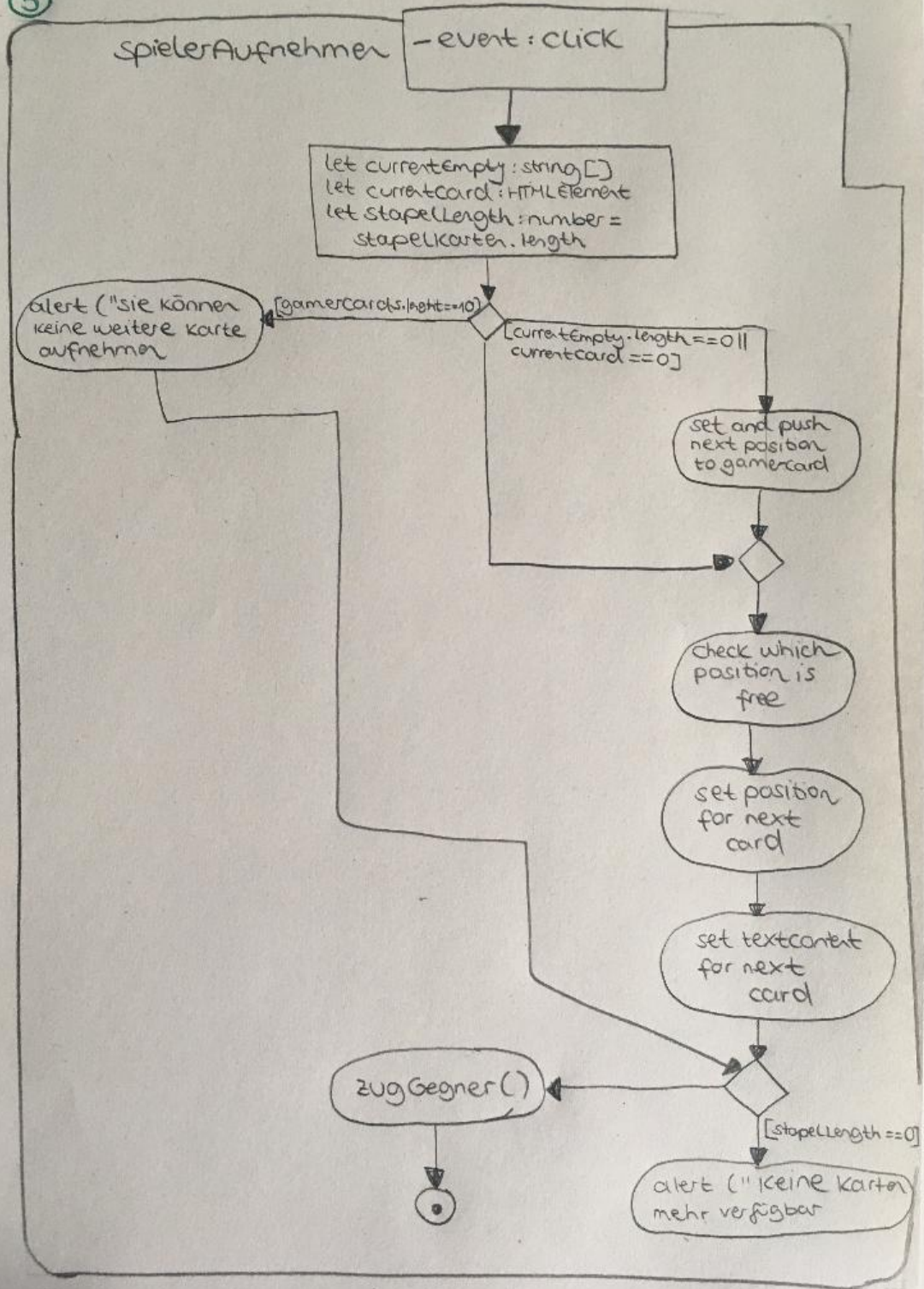
i++



④



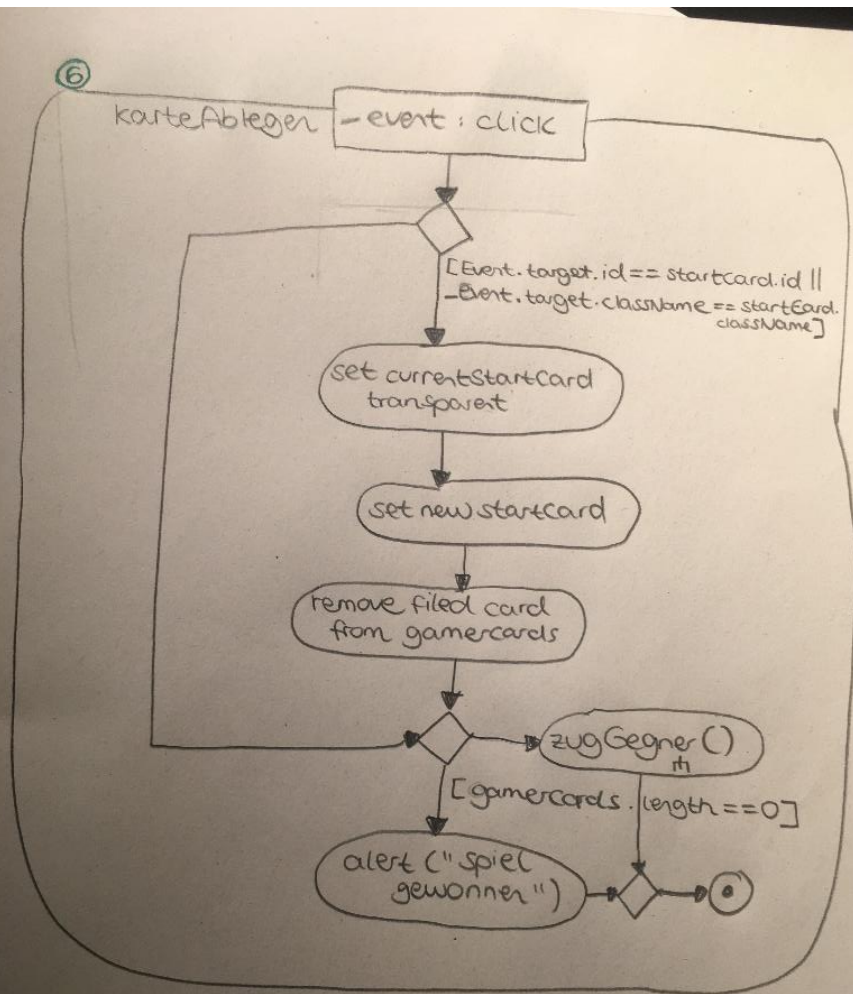
5

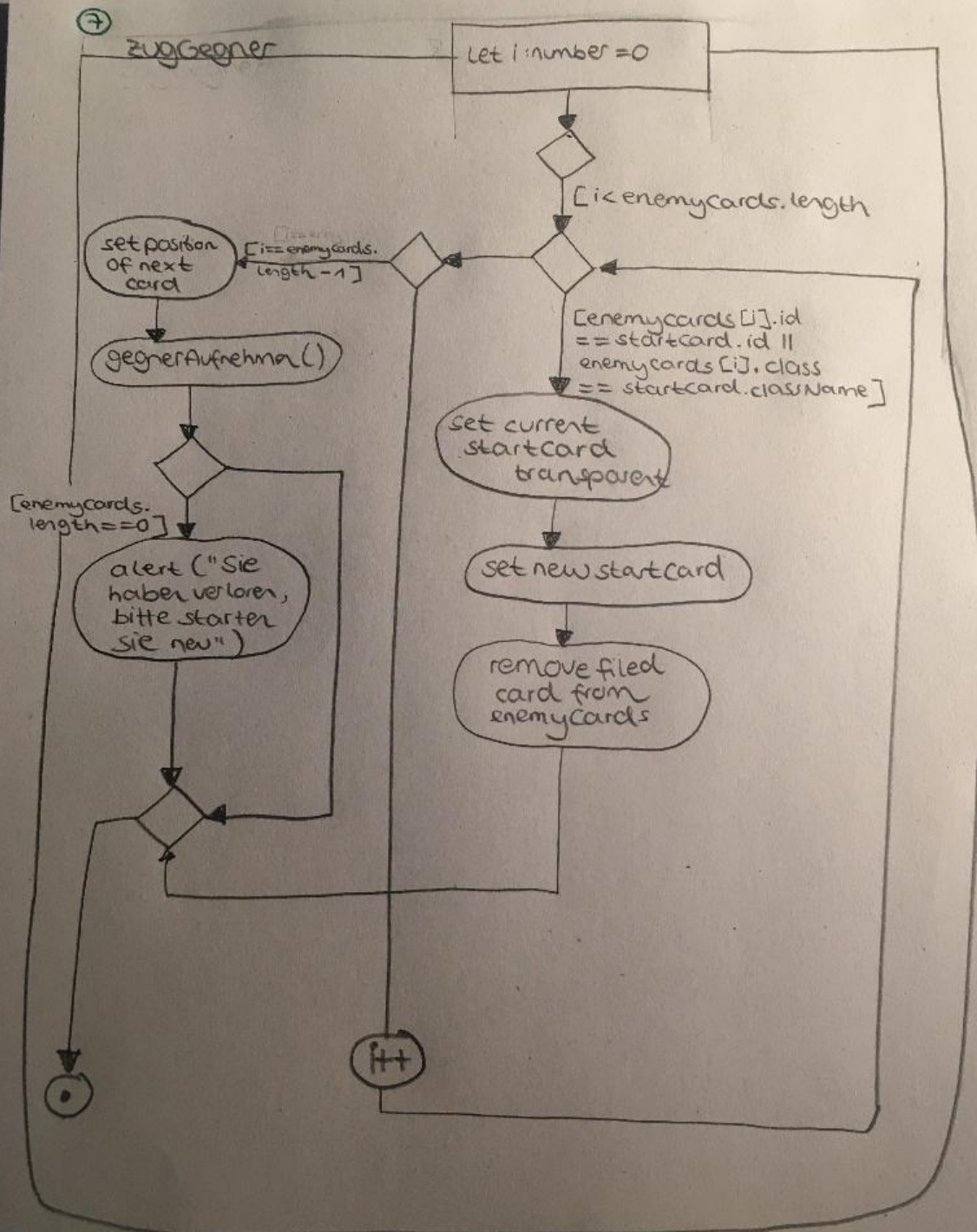


⑥

karte Ablegen

- event : click





⑧

gegnerAufnehmer

