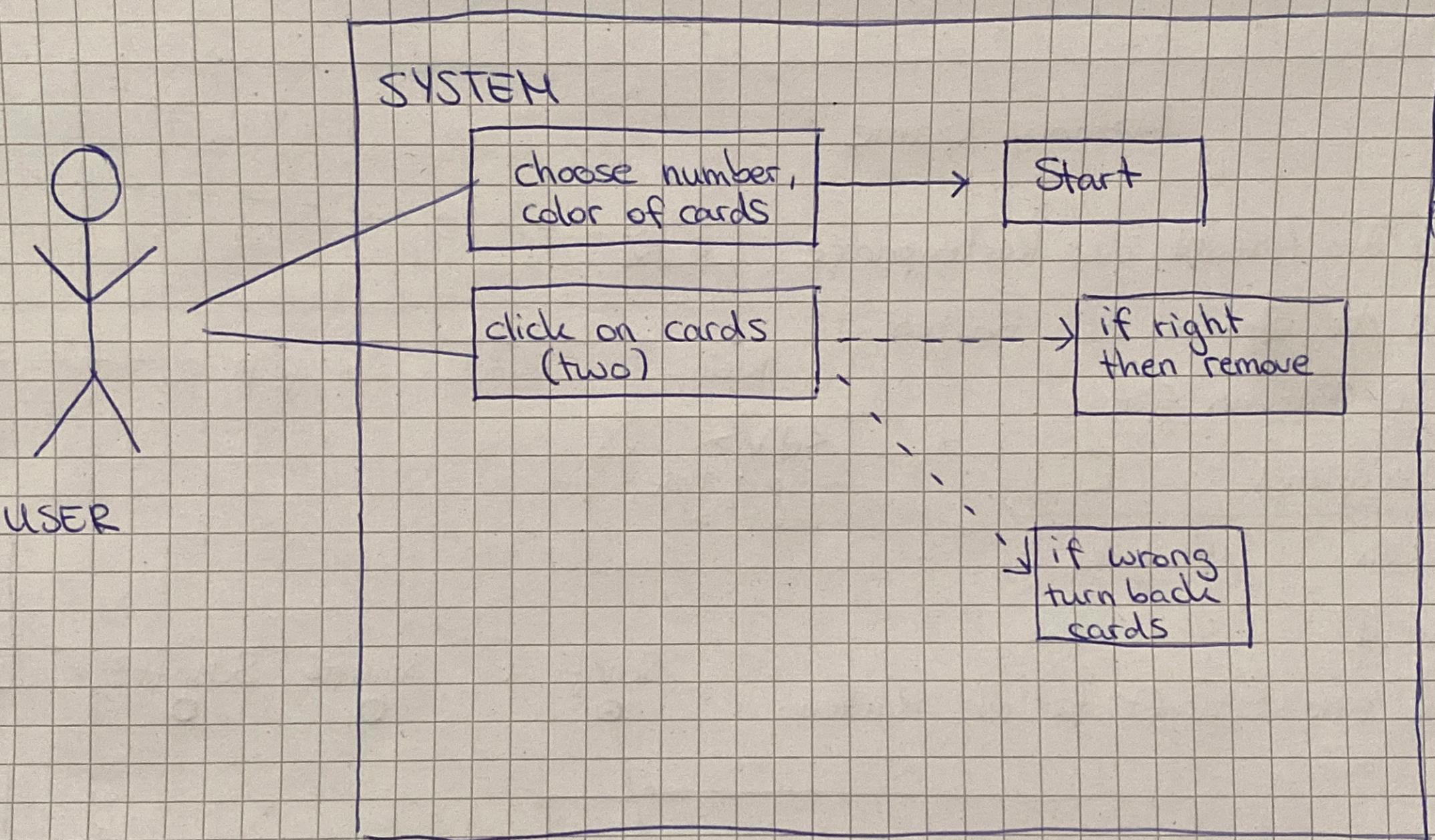
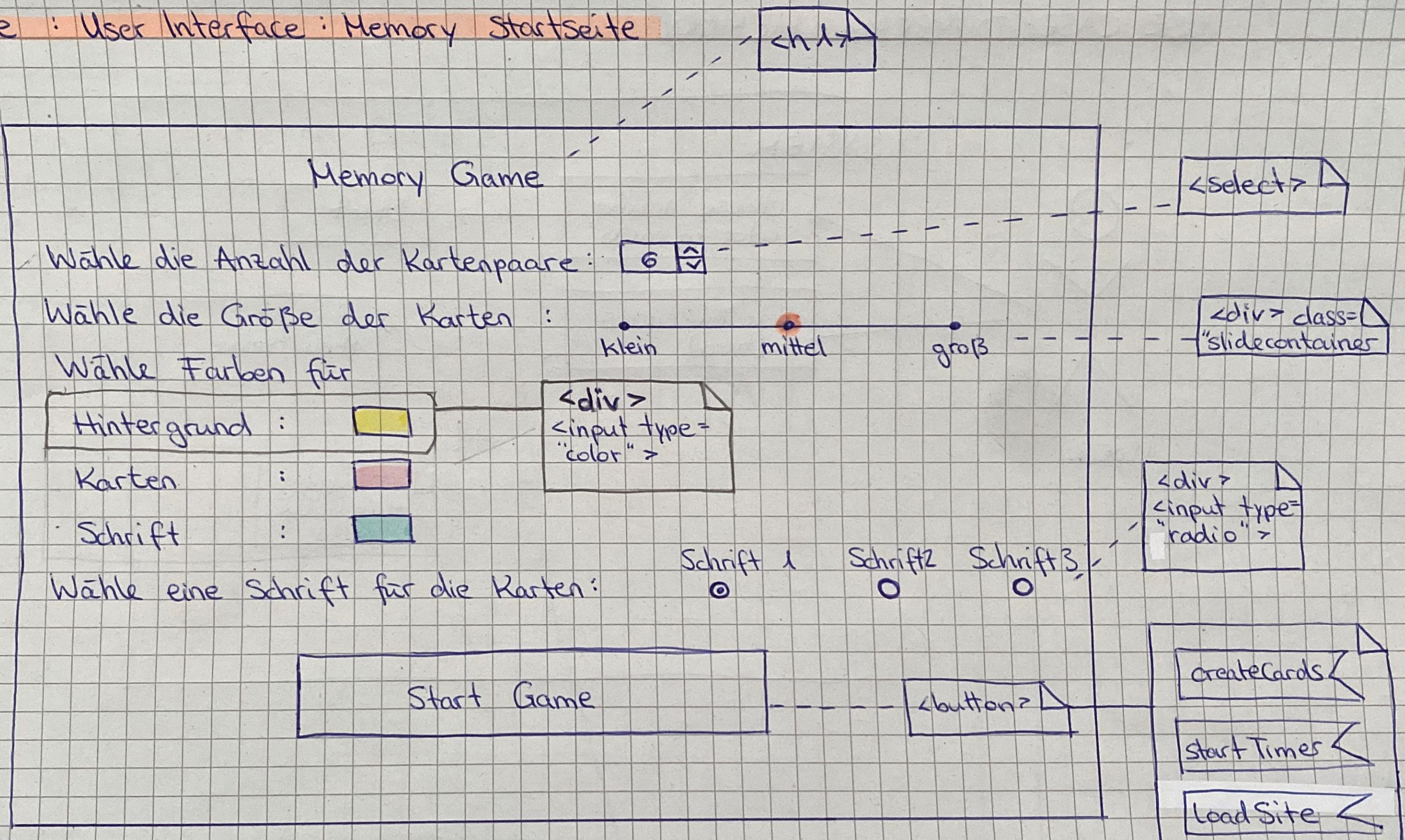


USE CASE DIAGRAM: MEMORY



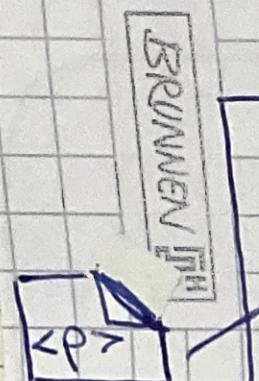
Skizze : User Interface : Memory Startseite



Zur Auswertung → FormData - Objekt nutzen

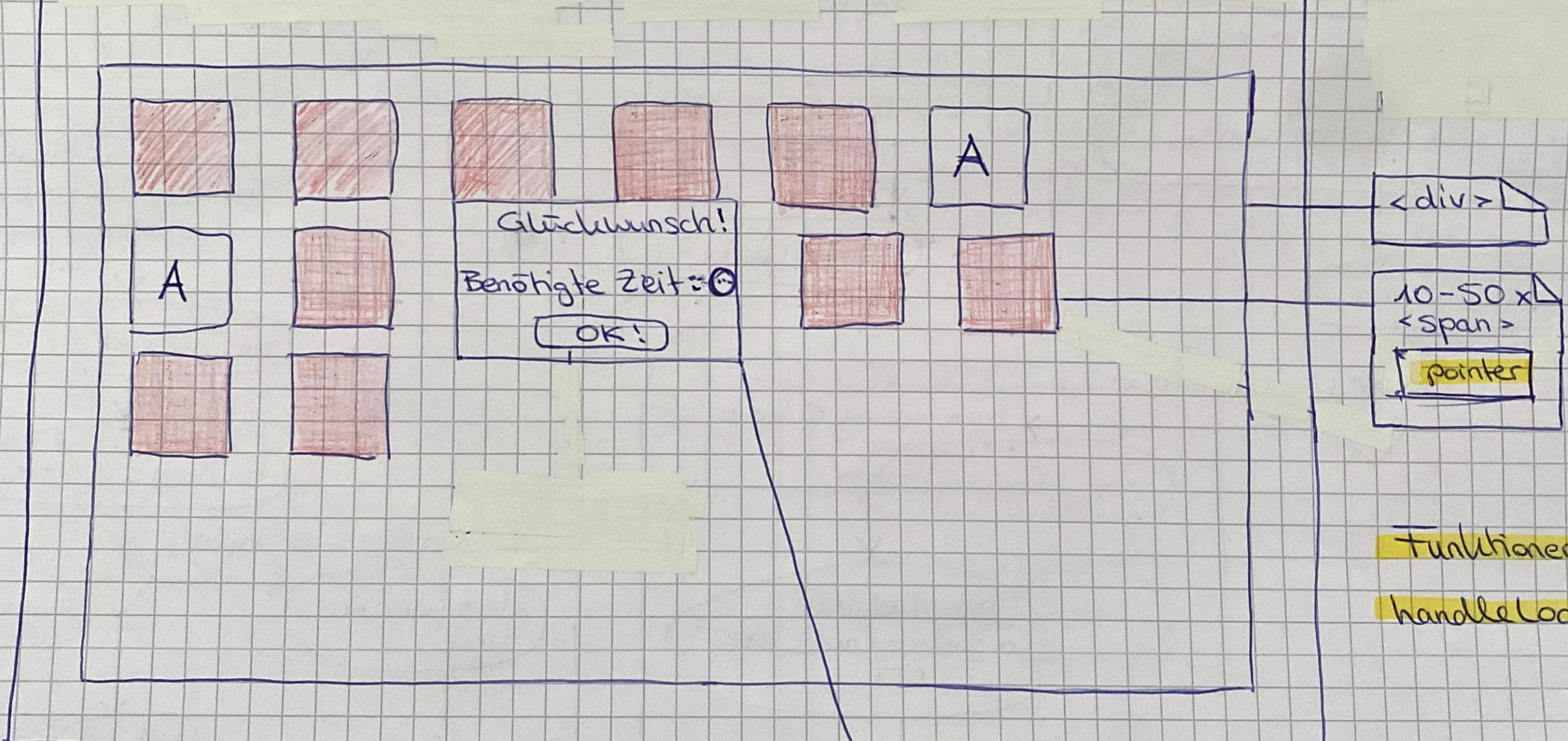
Skizze : User Interface : Memory

<h1>



Memory Game

Finde alle Kartenpaare!

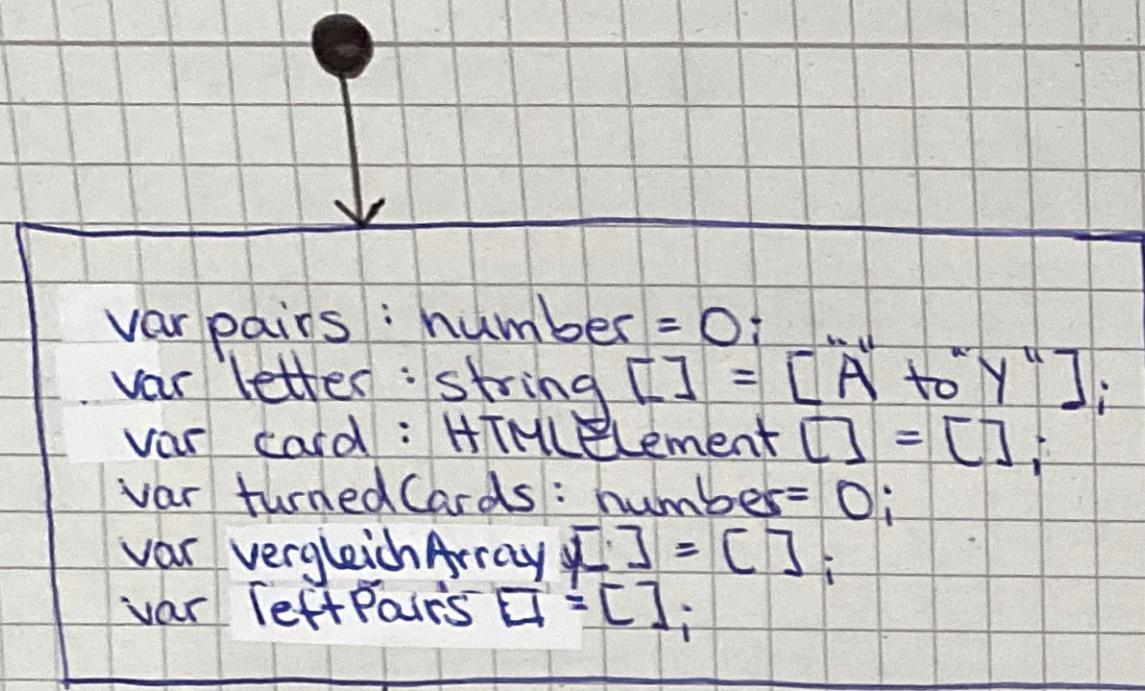


am Ende d. Spiels:
Alert Window

Notiz:

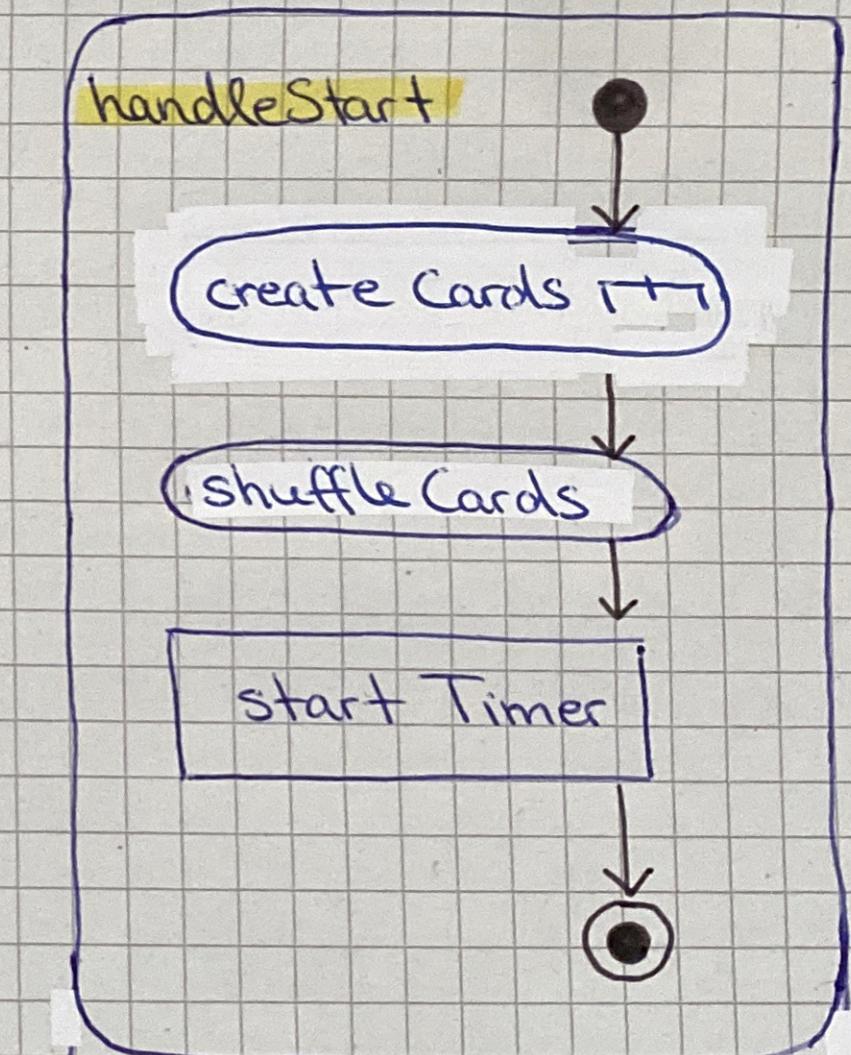
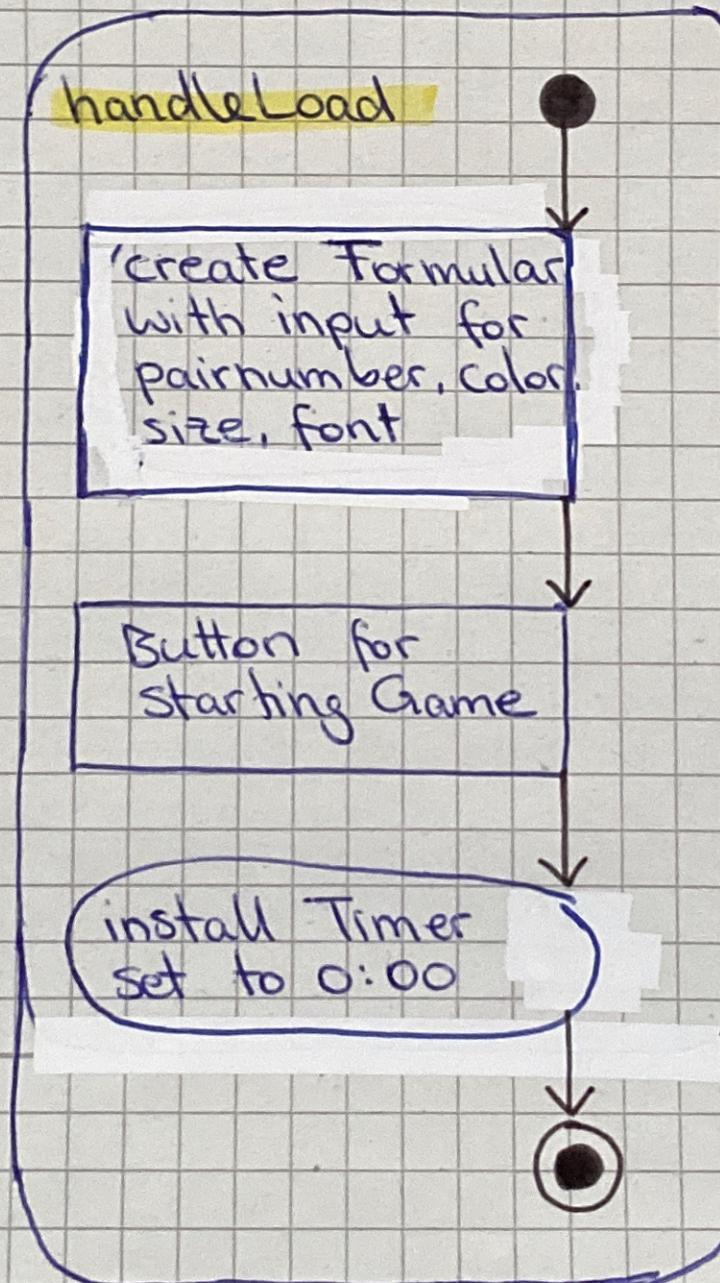
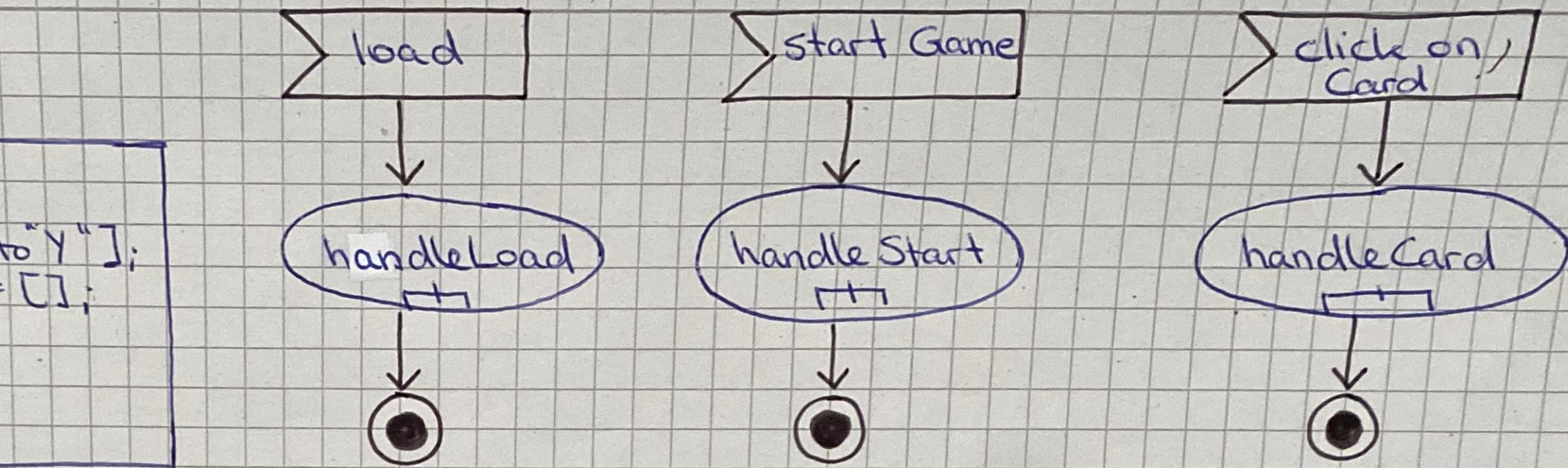
W = zeitabhängig von einem bestimmten Abschnitt

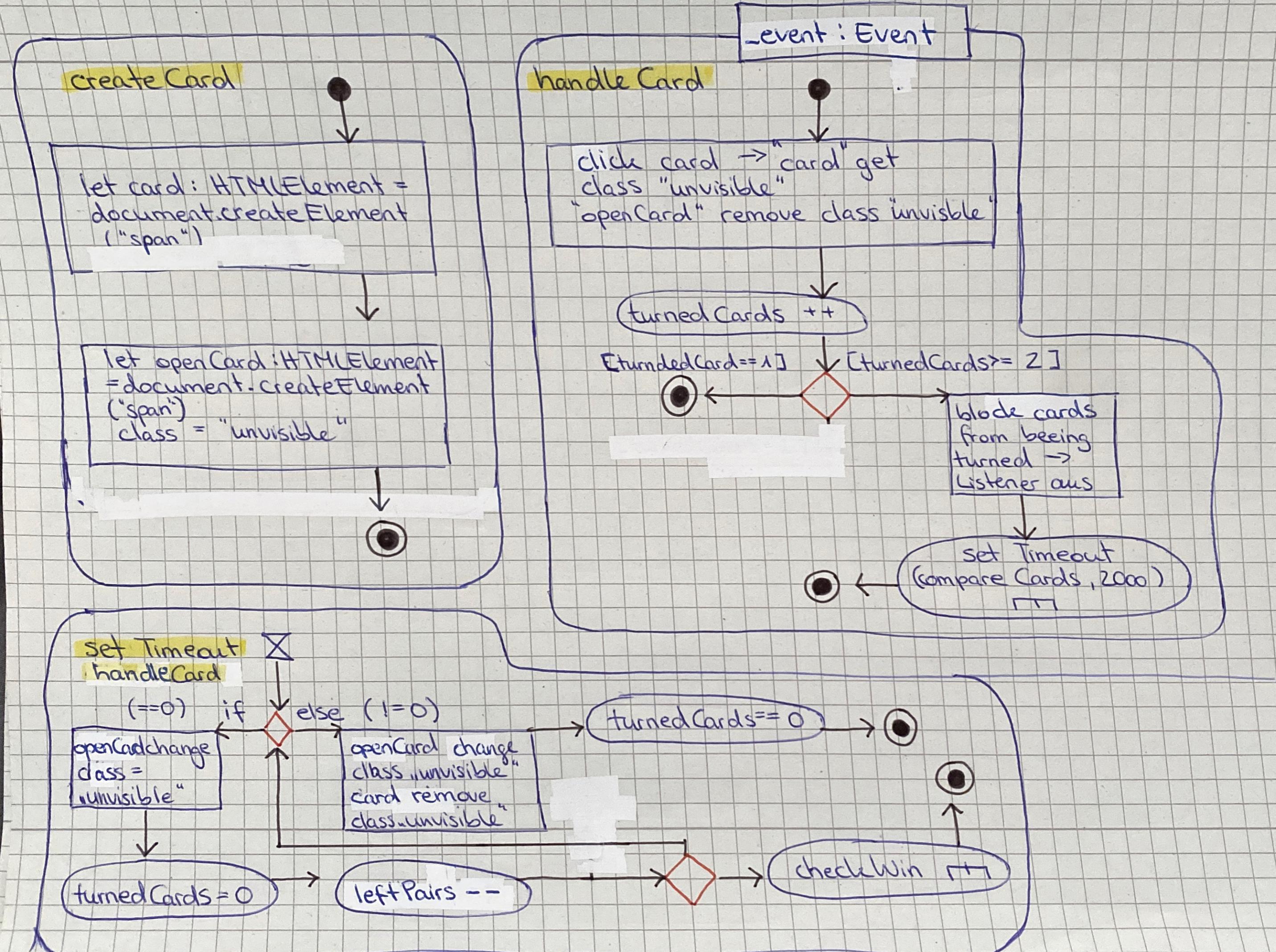
Activity Diagram



Memory Game

Startseite





checkWin

if leftPairs.length == 0
stop Timer

alert → Gewinn +
Time