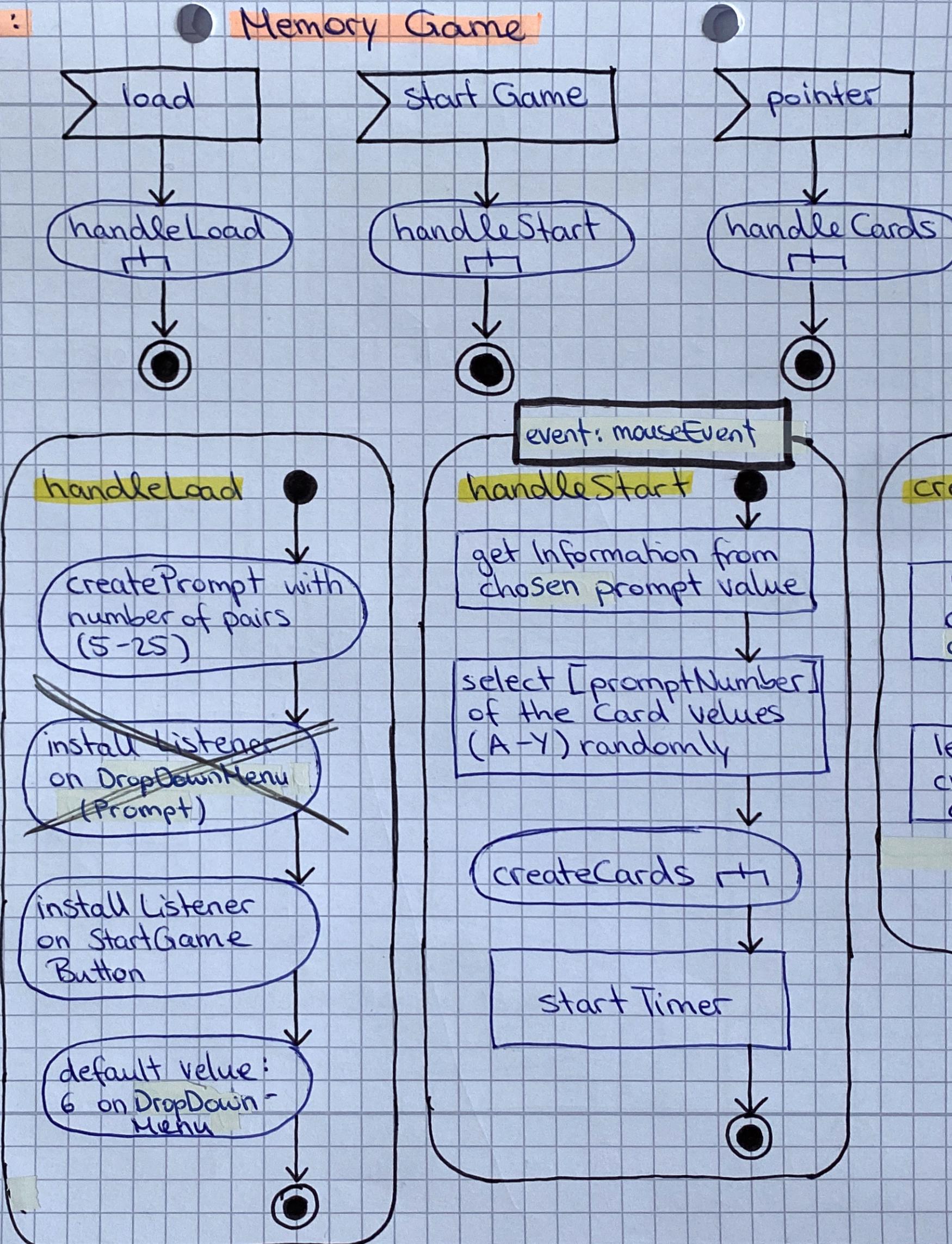
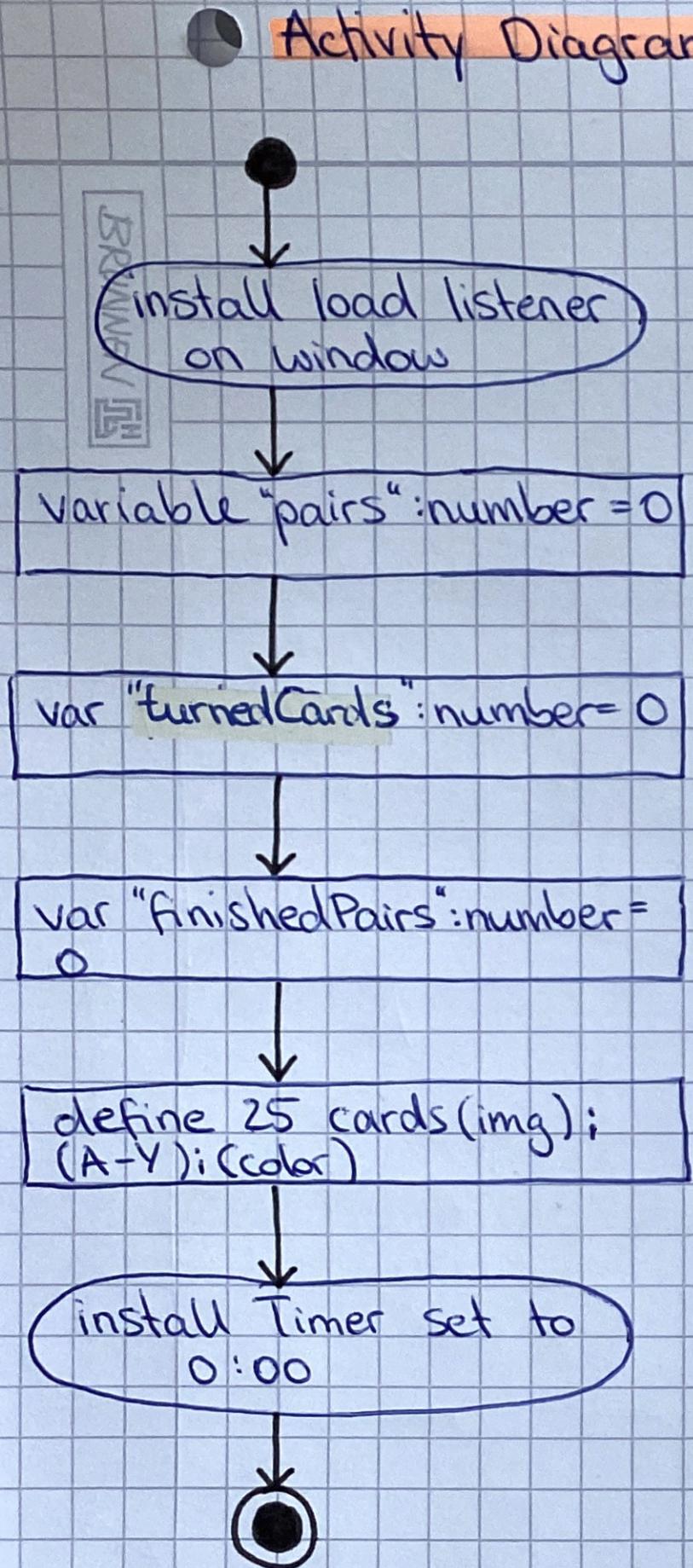
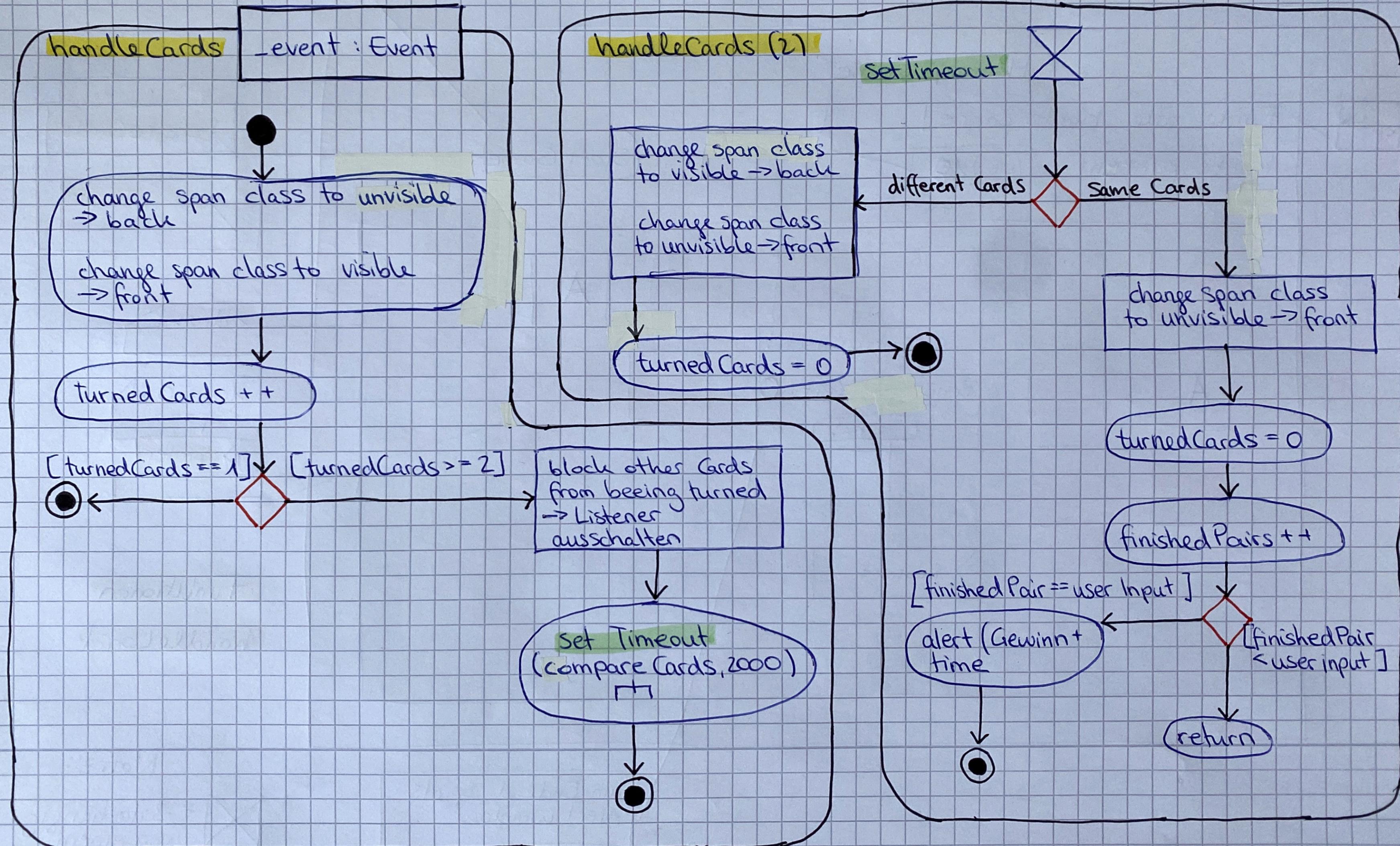


Activity Diagram:



22.04.21

Activity Diagram : Memory Game (Teil 2)



Skizze : User Interface : Memory

<h1>

BRUNNEN FH

Memory Game

Finde alle Kartenpaare!

Kartenpaare :

(z.B.) 6

= 12 Karten

<prompt>

Start Game

<button>

createCards

Start Timer

<div>

10-50 x

pointer

Funktionen

handleLoad

Notiz:

X = zeitabhängig von einem bestimmten Abschnitt

am Ende d. Spiels:
Alert Window