Use-Case-Diagramm

User

- hint
- showCharacter
- start
- enter
- write number of erros allowed
- SelectSequence
- writeSequence

- - - - - -> true/false response

UI – Scribble

SEQUENZMEMORIE

Select a sequence or write one:

`<h1>`

`<p>`

`<select>` id = options

`<div>` id = enterdata

`<div>`

`<p>`

`<button>` id = enter

| — | write one yourself |

Butter
Sugar
Tomato
Mobile
Butterfly
Caterpillar
Larynx
Piano
Mood

`<input>` type: string id = ownsequence

number of errors allowed: [   ]

exit

`<input>` type: number id = errors

ENTER

`<div>` id = errorscounter

`<div>` class= **hide** ∑ click

errors

Butter

hint: you can press "s" to show all characters, but only once per game

START

`<div>` id = sequence class = sequence indat

`<div>` id = game

`<div>` id = playground

document

> keydown

`<button>` id = start > click

touch/ click on enter

enter m → ◉

load

enter

if select != 0 ◇ if select == 0

select Sequence m | write Sequence m

Split String; mix Sequence (math.floor & math.random) ↦display in divs; add class hide (=false) (Element.className); put all divs in div container id=playground

Show value of id=options/ownSequence in div id=sequence

if errorscounter = 0

◉

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touch/click on start

Class hide = true

◇

[if number errors-counter = number errors]

prompt: ,,Sorry. Game over.''

◉

[If for all characters in id=playground hide=false]

prompt: ,,You won!''

◉

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touch/click on hide

◉← ShowCharacter m

showCharacter

hide = false

if wrong ◇ if right

hide all character divs & un-color whole id sequence

add +1 to errorcounter

◉

color Character in id Sequence

◉

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keydown on document

hint m → ◉

hint

as long as keydown on ,,s'' is pressed → unhide all divs in div=id playground

◉