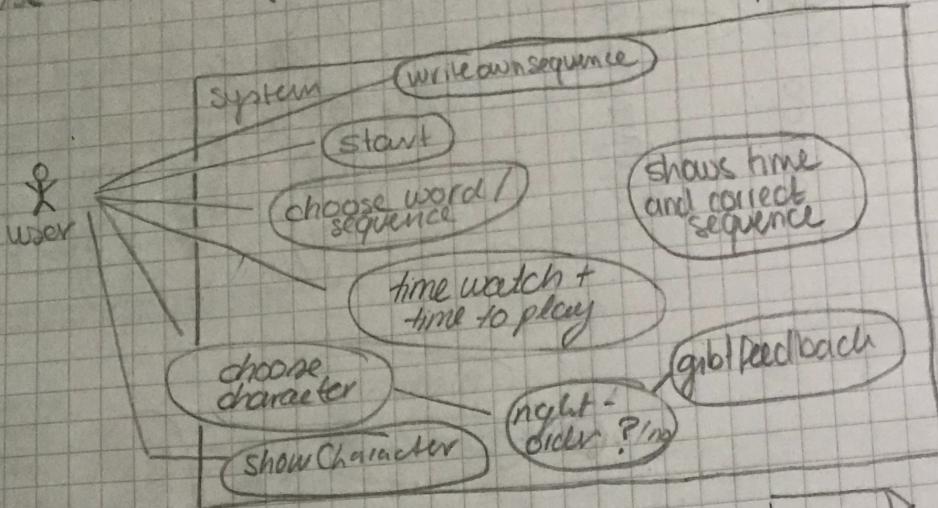
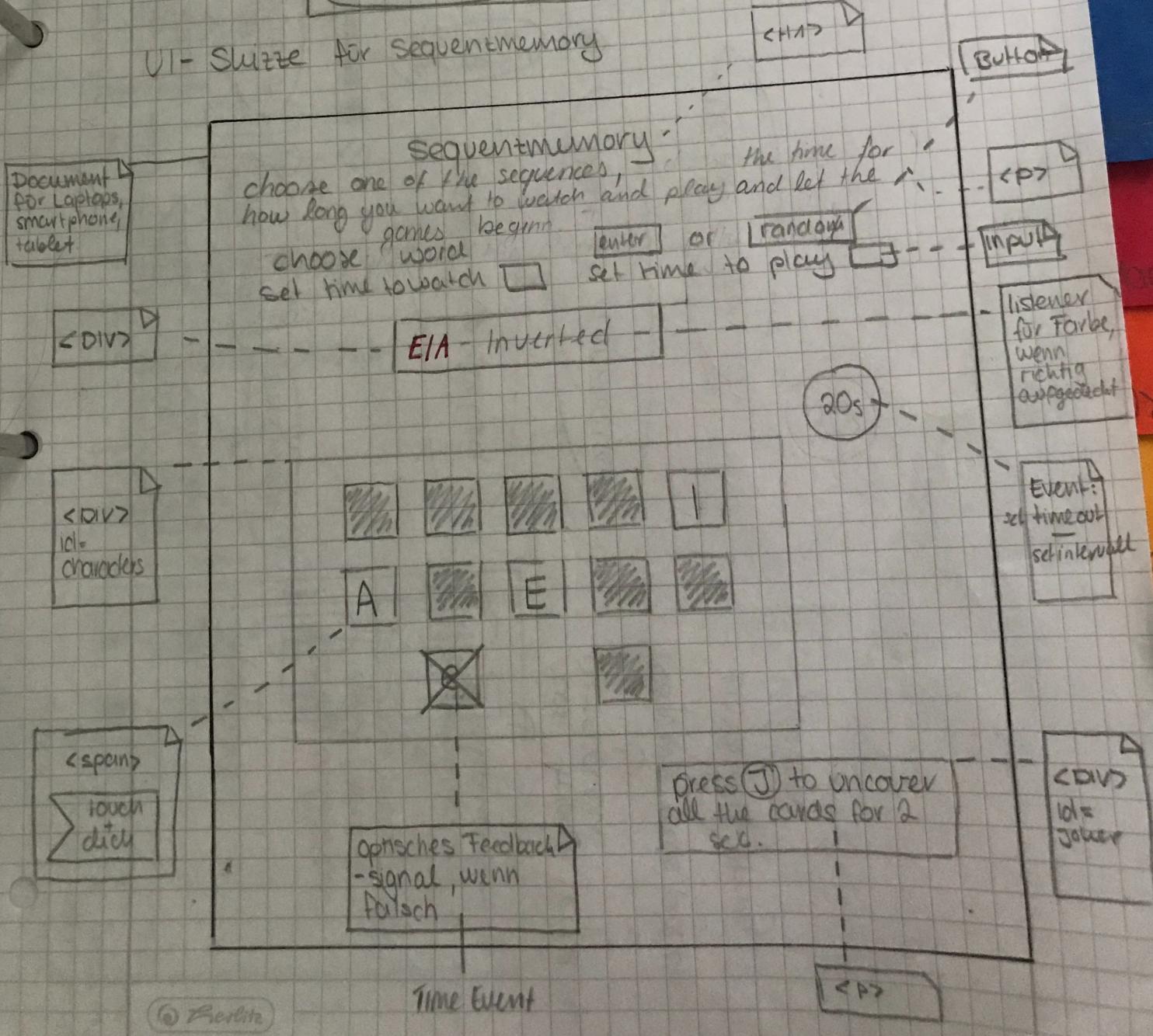
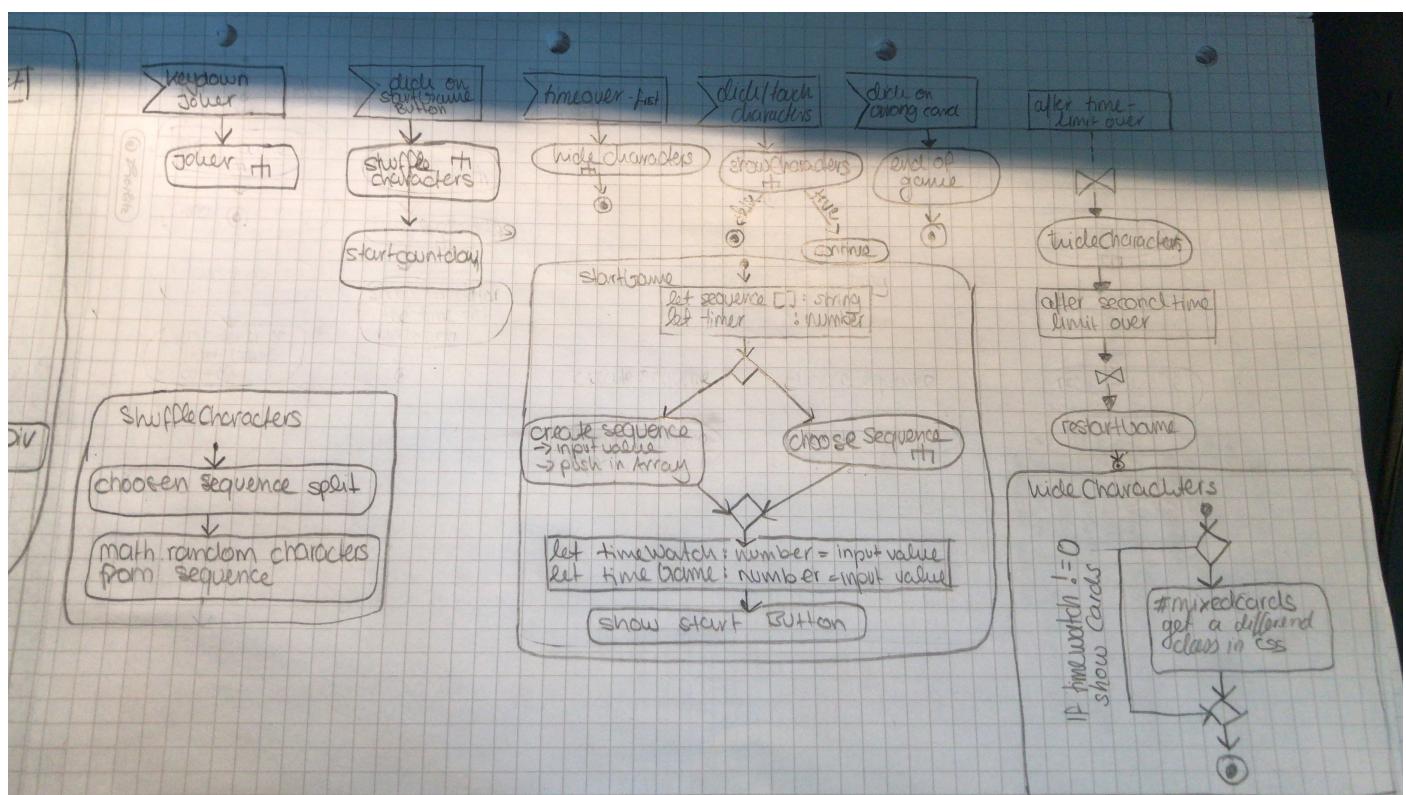


Aufgabe Sequenzmemory Use - Case - Diagramm

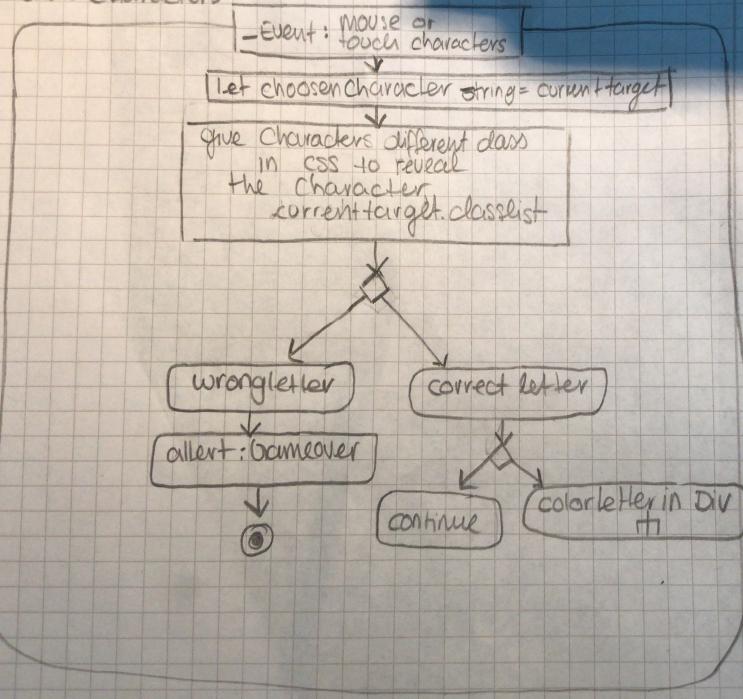


U - Slizze für Sequentmemory





Show Characters



keydown
joker

joker f_i

click on
startGame
Button

shuffle +
characters

startCountdown

shuffleCharacters

chosen sequence split

math random characters
from sequence