

load

```
let player[]  
let cardgame[]  
let cardpair[]
```

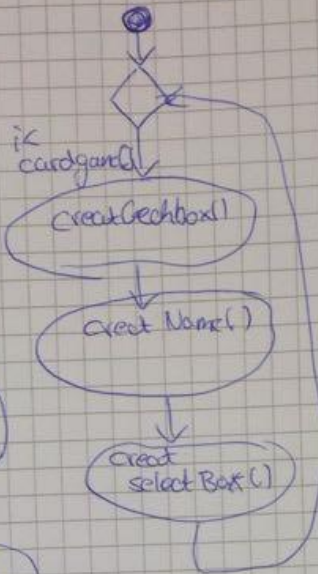
creat Player()

creat Cardgame()

creat Cardpair

addEventListener()
on change
on click
on touch

creatCardgame



click Button

get Player number

get Cardgame

get Cardpair

display game

Spieler

Spieleranzahl

1 Stepper

Kartendeck

☐ Tiere

☐ Buchstaben

☐ Essen

checkbox /
Select Box

Kartenpaare

2 Stepper

Spielen

button