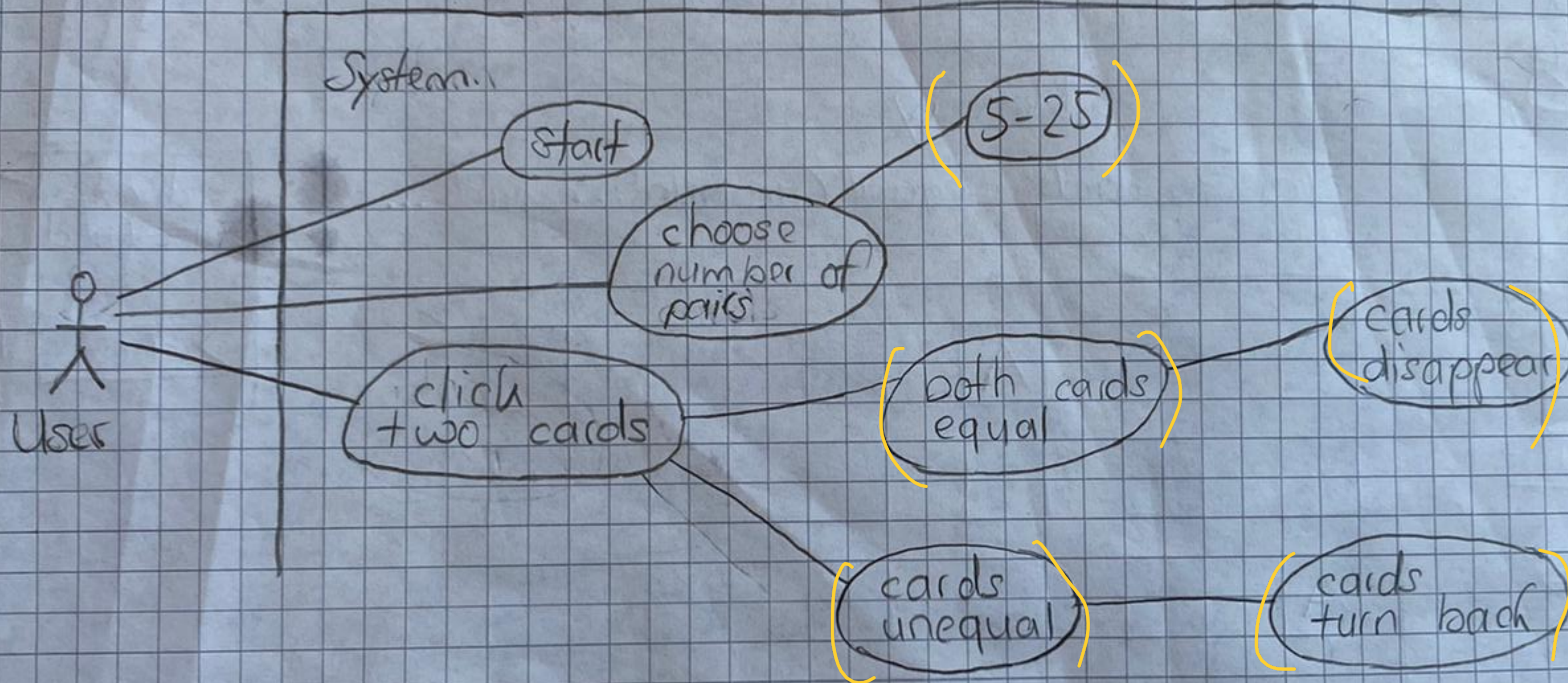


Vanja Rau

für Tony Hild

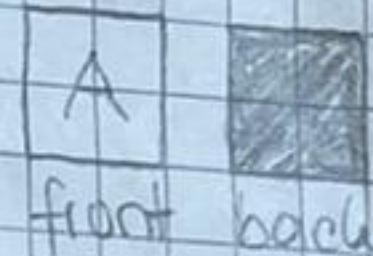
Memory - Game : Use Case Diagramm

~~nicht nötig~~~~Falsch~~

Kanja Rau

für Tony Hild

Memory Game: UI-Scribble



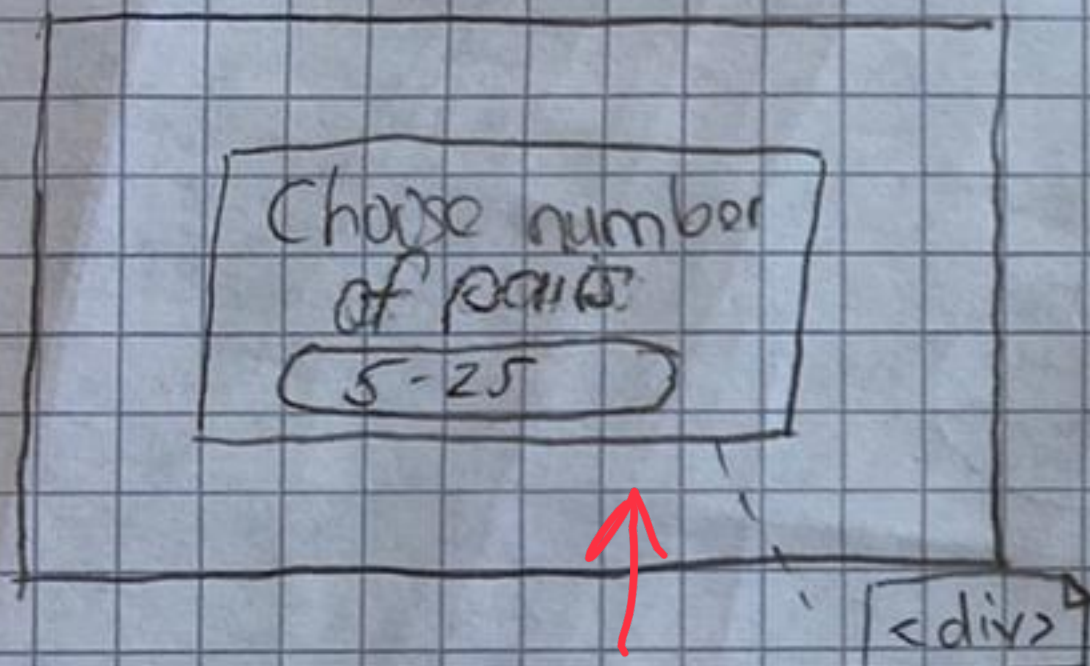
Instruction

2.

<h1>

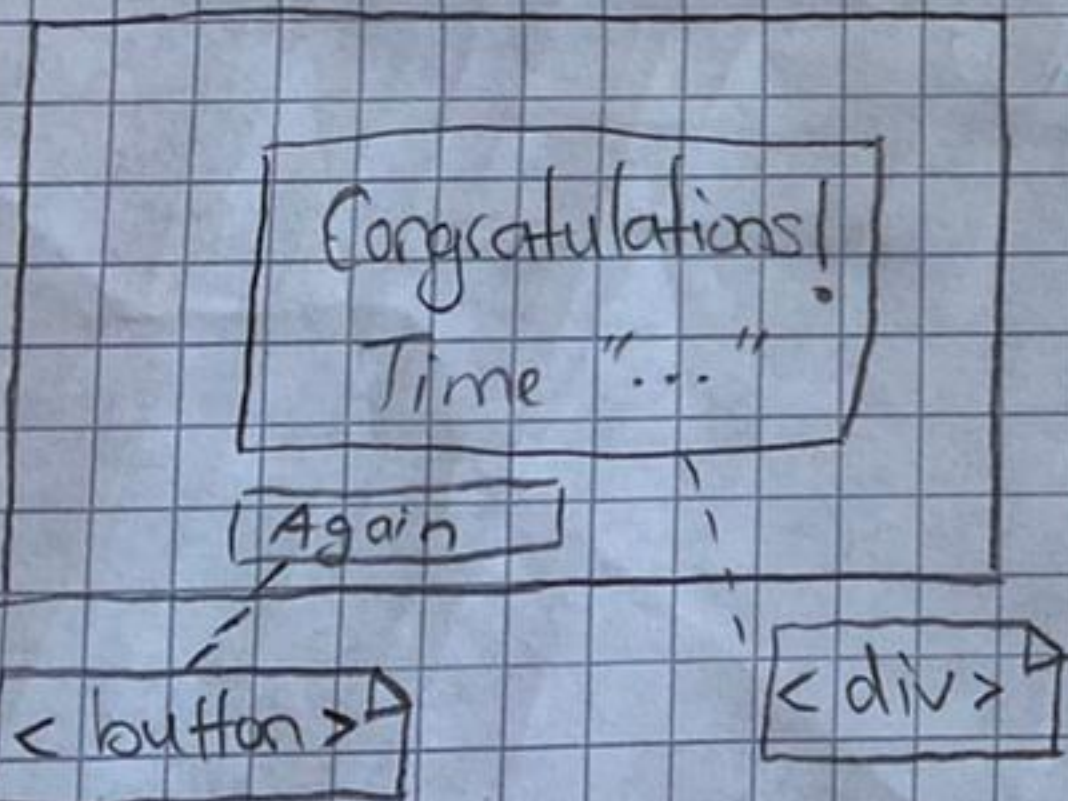
1.

<p>



click event

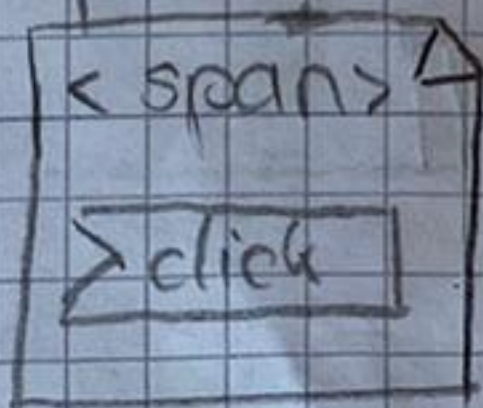
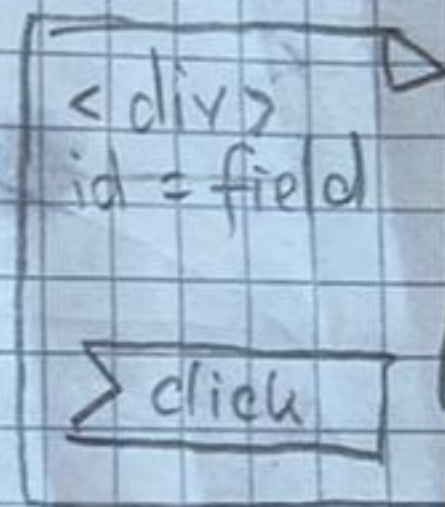
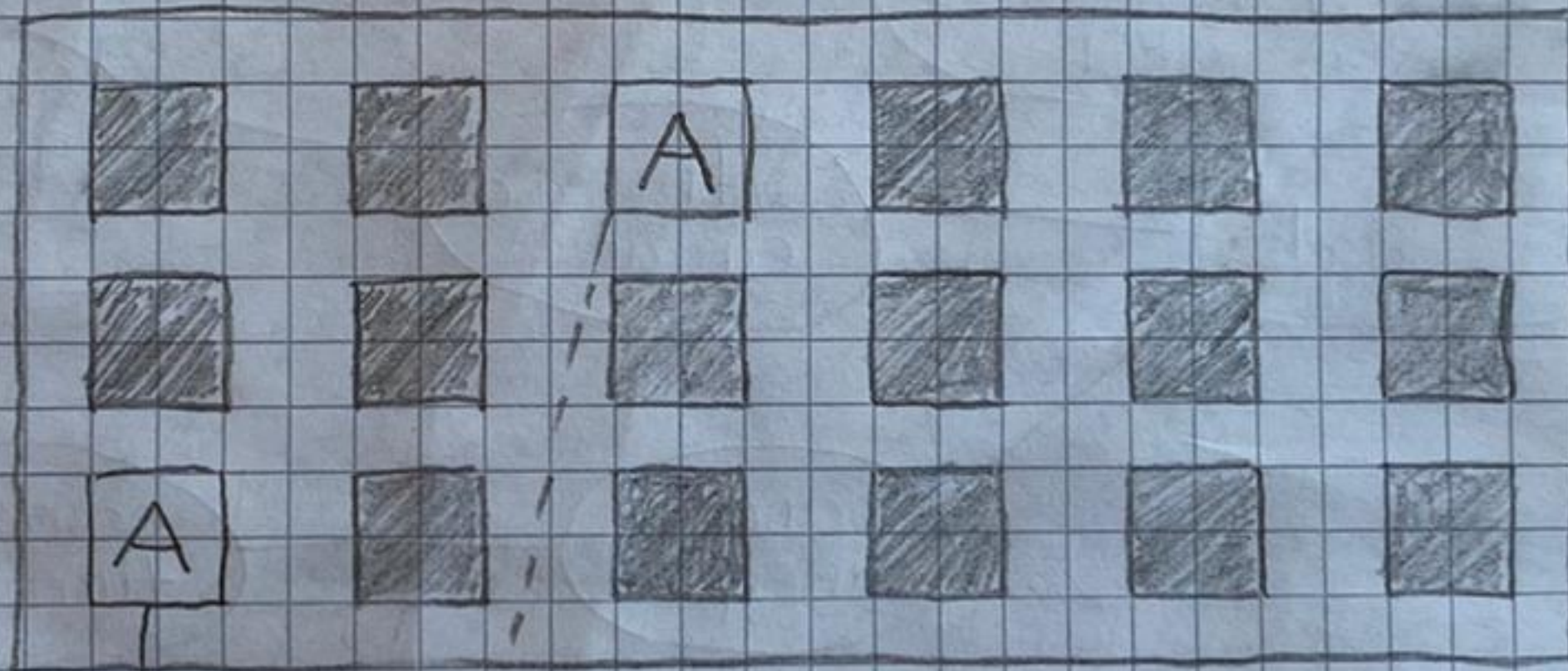
3.



click event

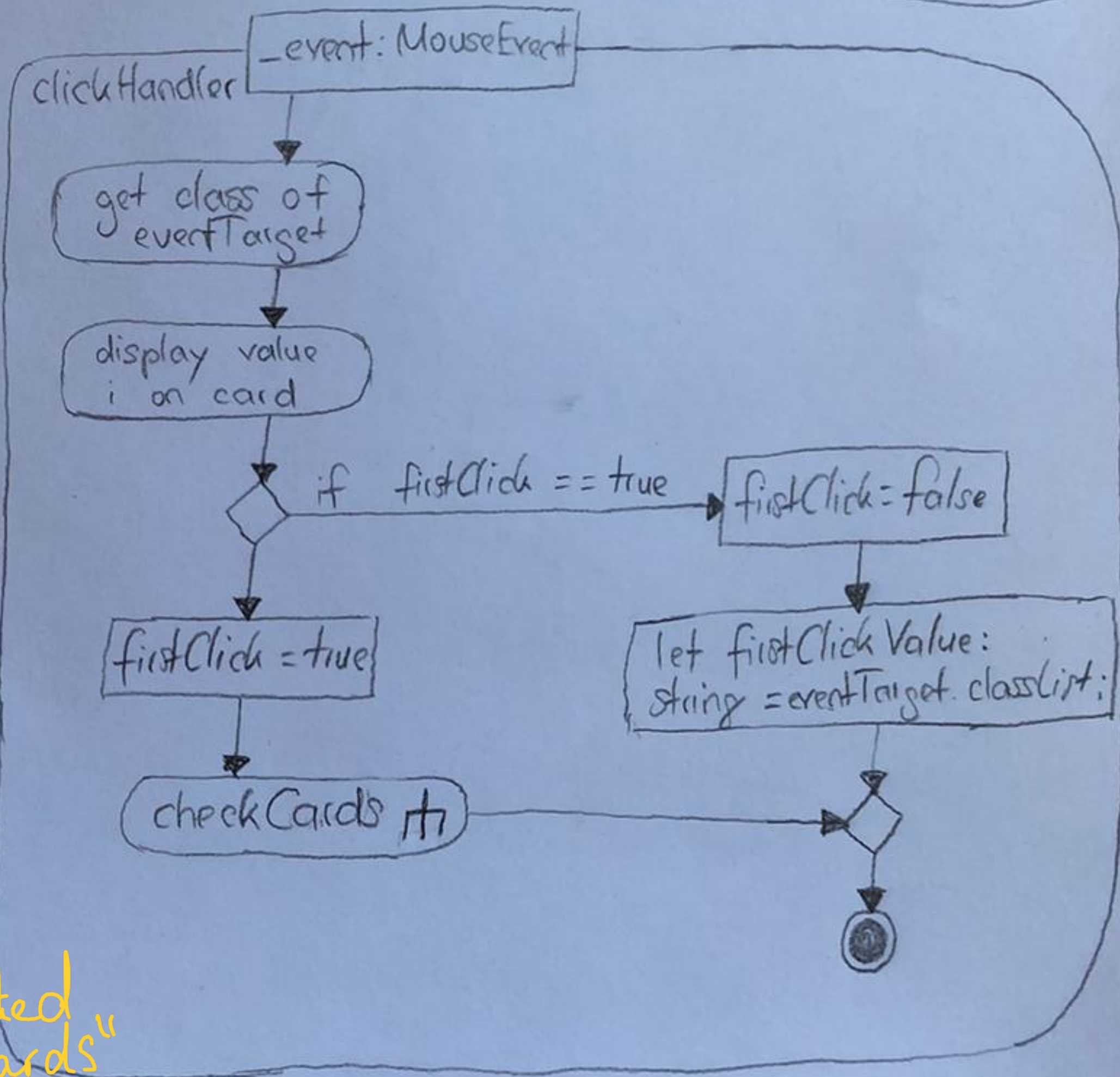
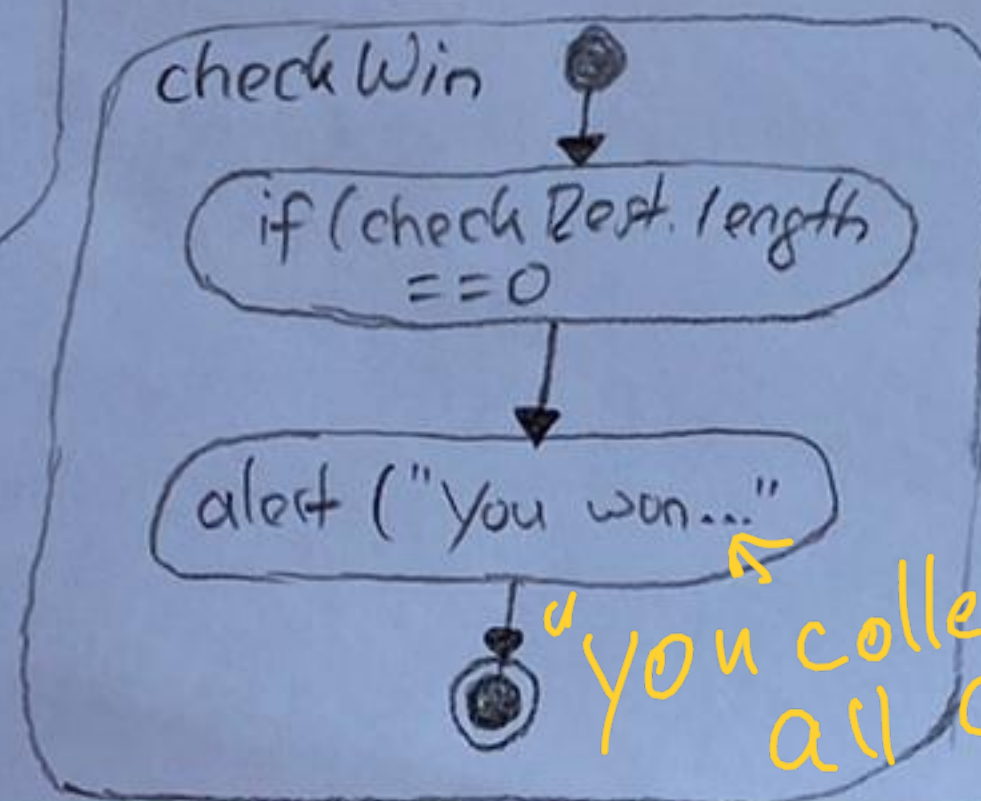
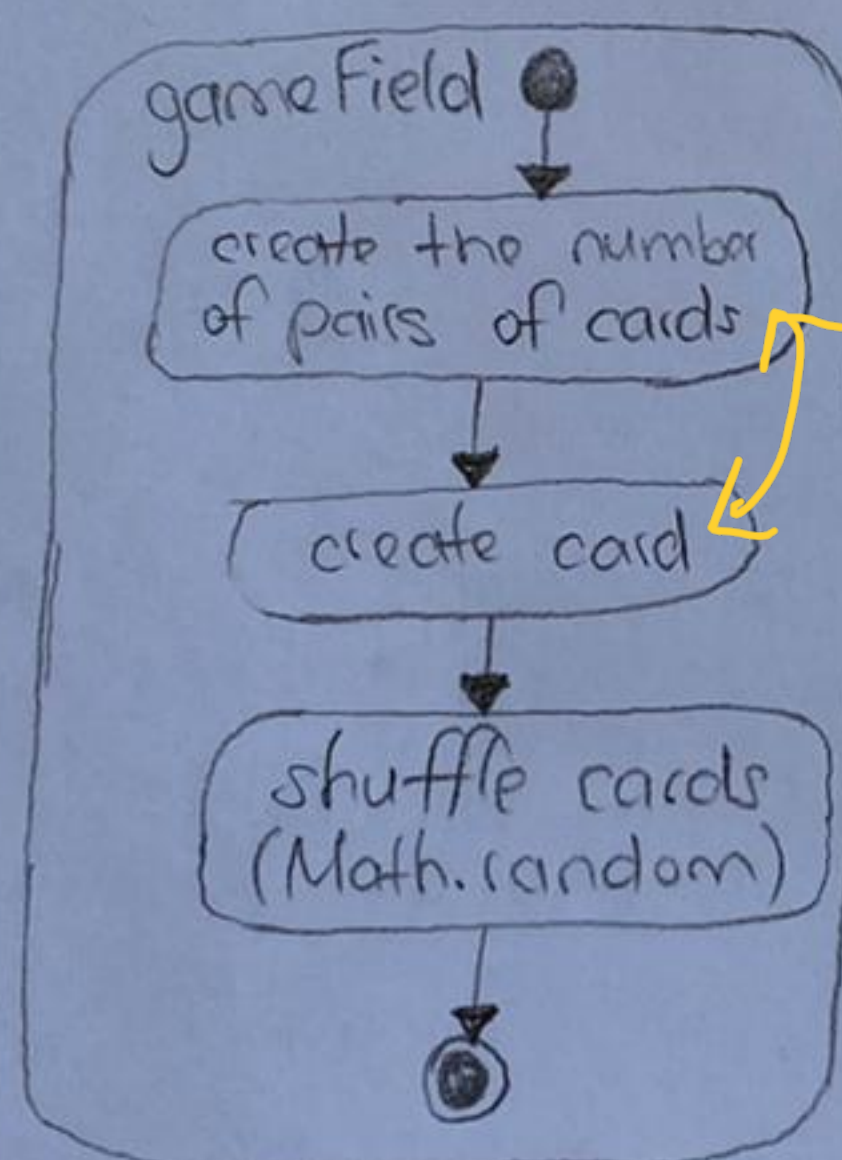
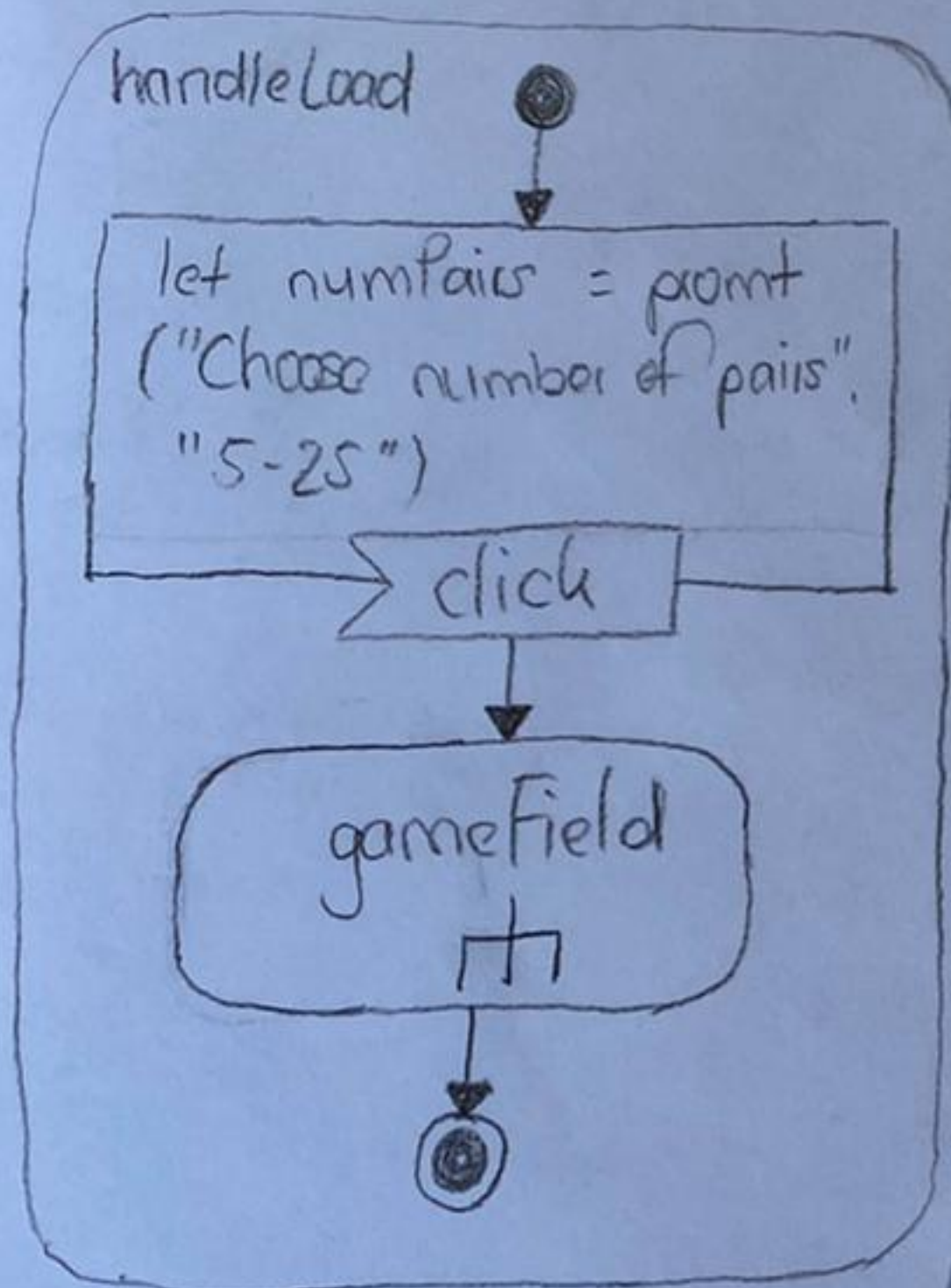
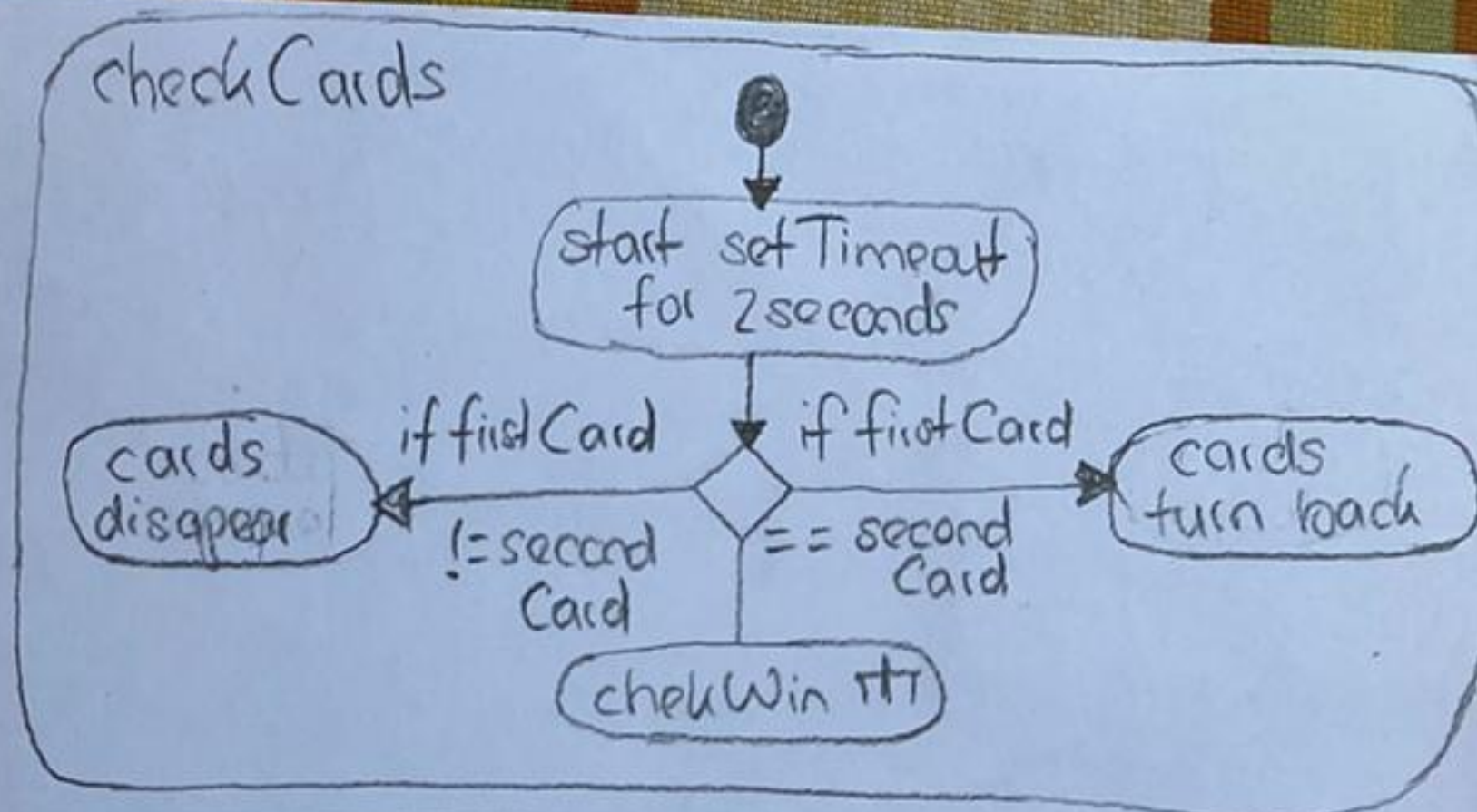
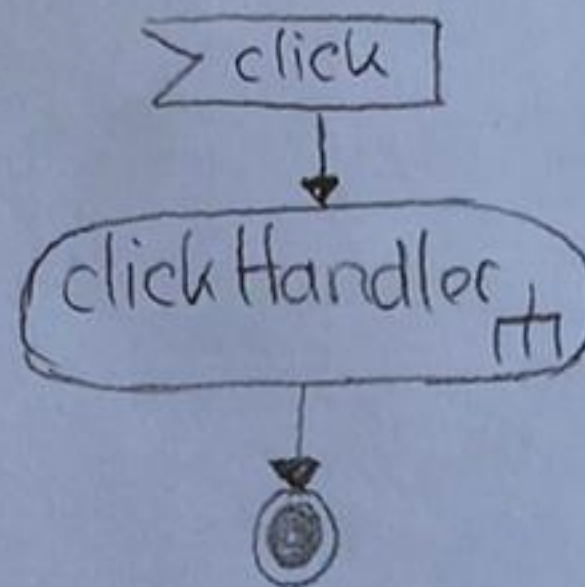
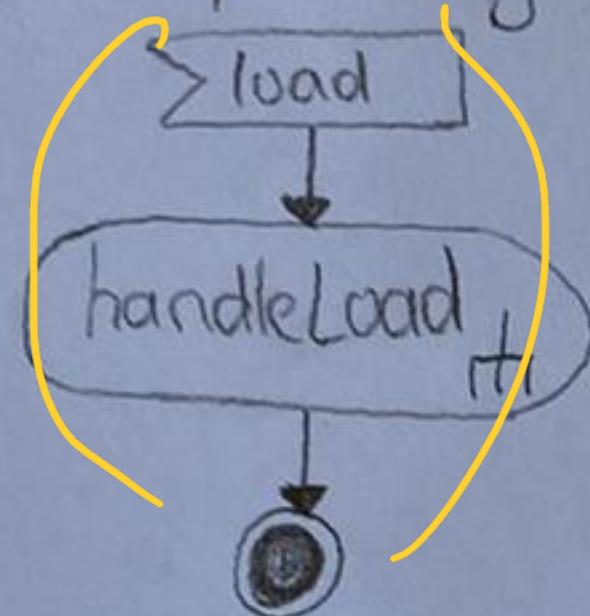
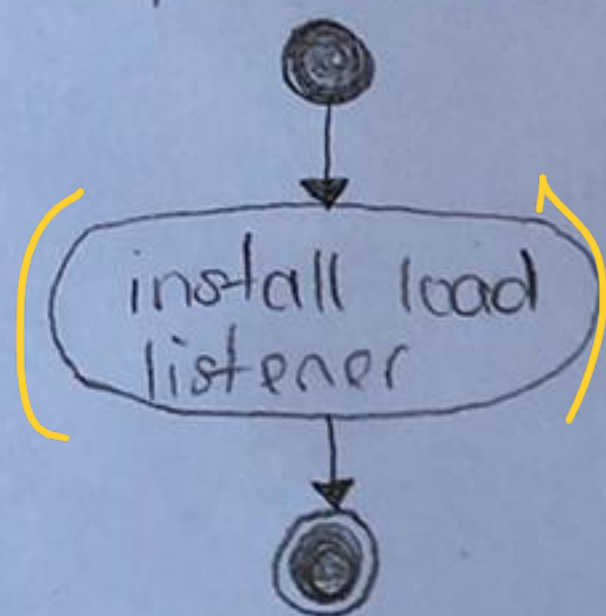
Memory

click to cards, equal (unequal...)



Vanja Rau für Tony Hild

Memory Game : Activity Diagramm



you collected all cards