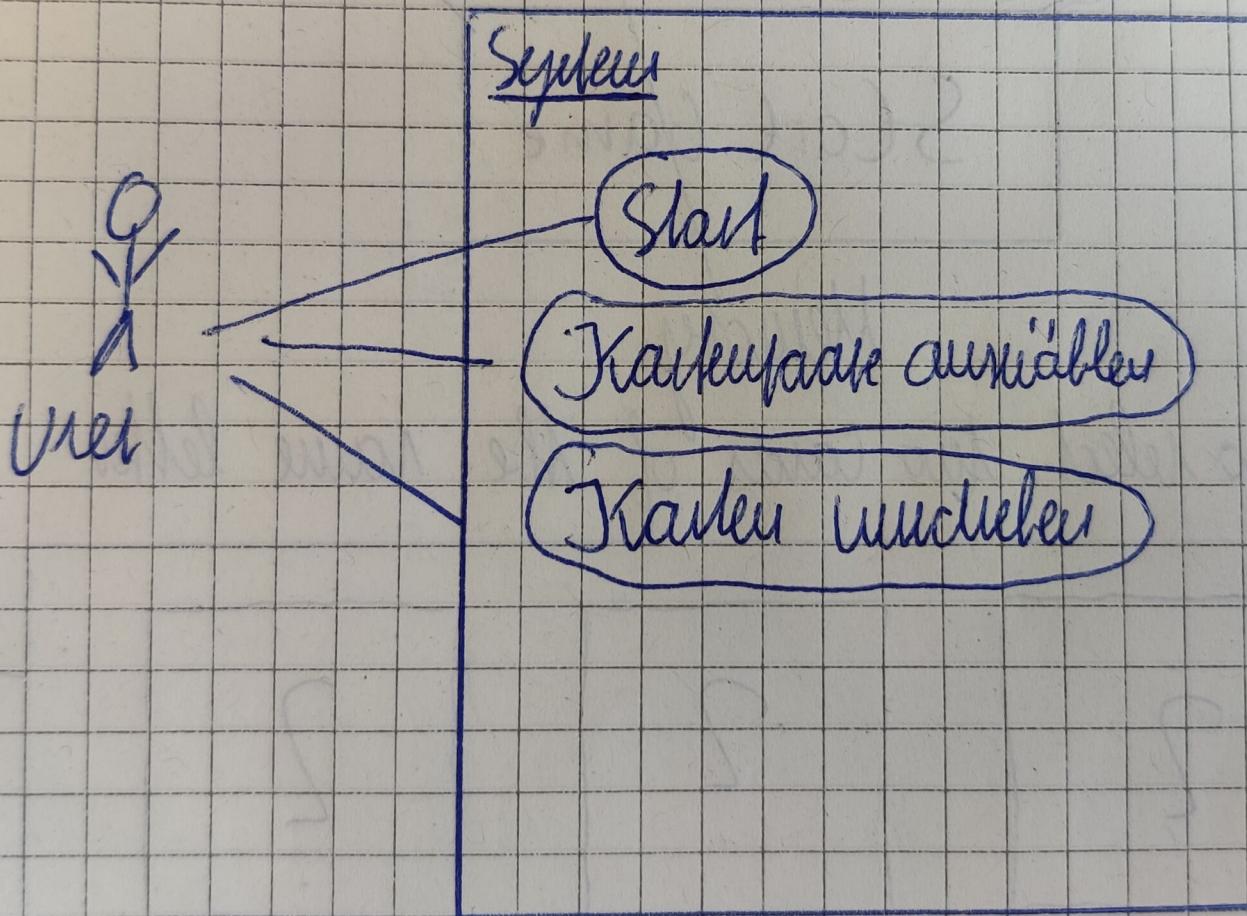


## The Cave : Memory



Memory : UI - Scribble

Prompt ("Enter amount of cards")

<h1>

<button>

Prompt ("Your shuffled list  
has" + date + "

<p>

Start Game

Memory

Try to select two cards of the same letter

?

?

?

1

2

?

<div>  
id-game

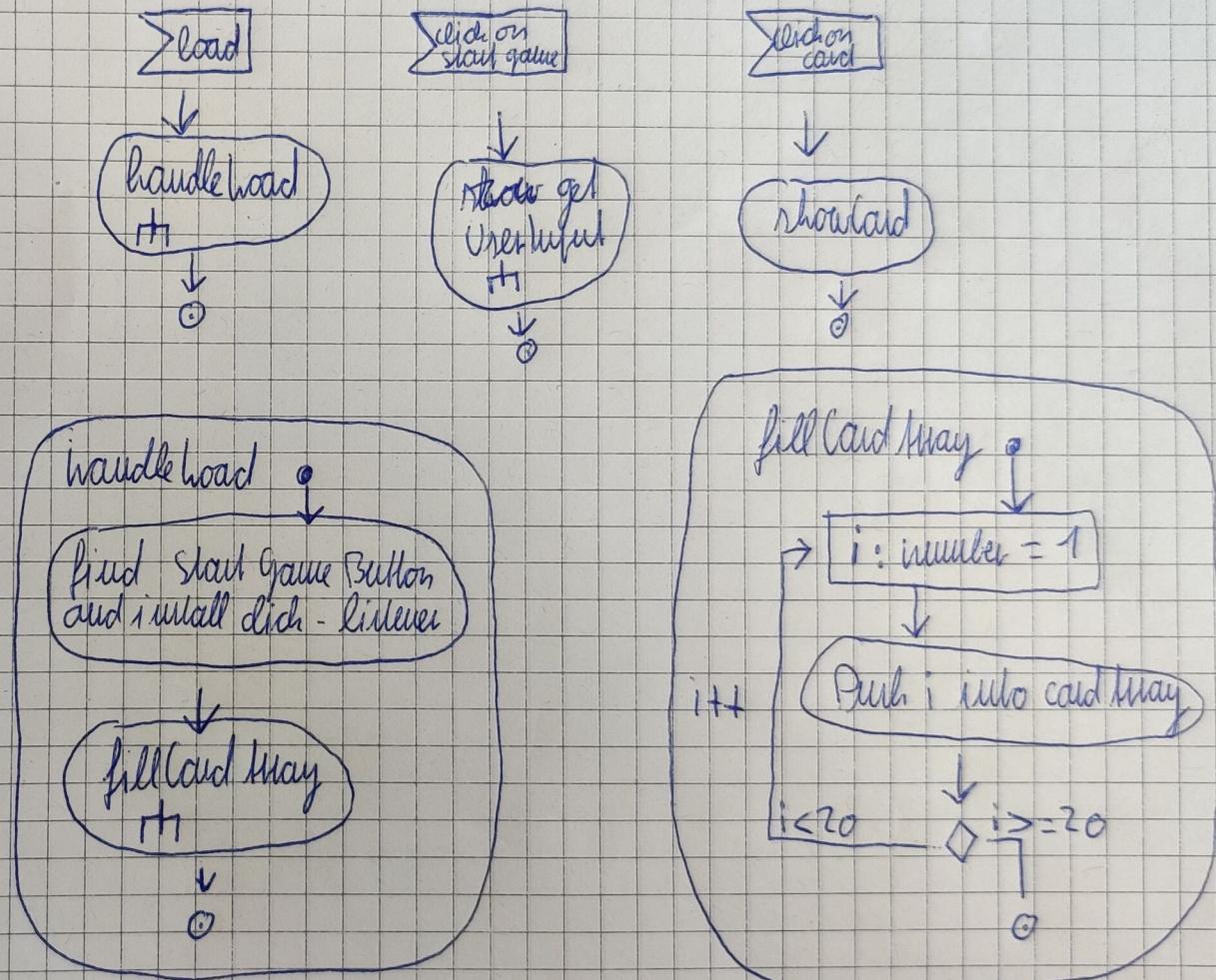
<span>

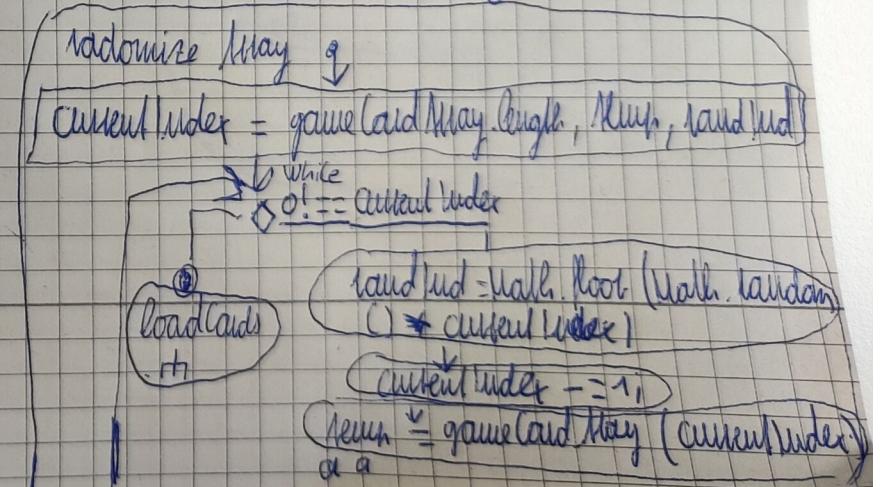
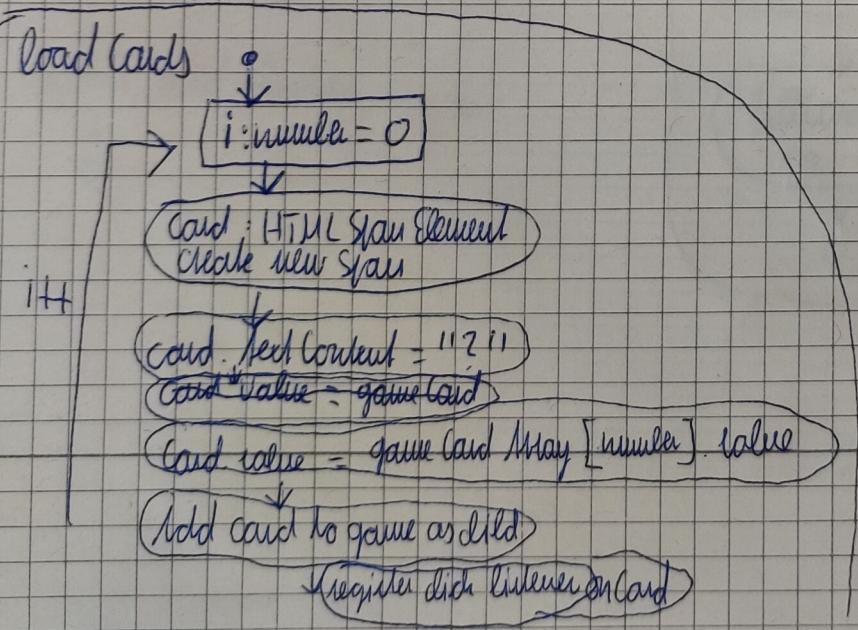
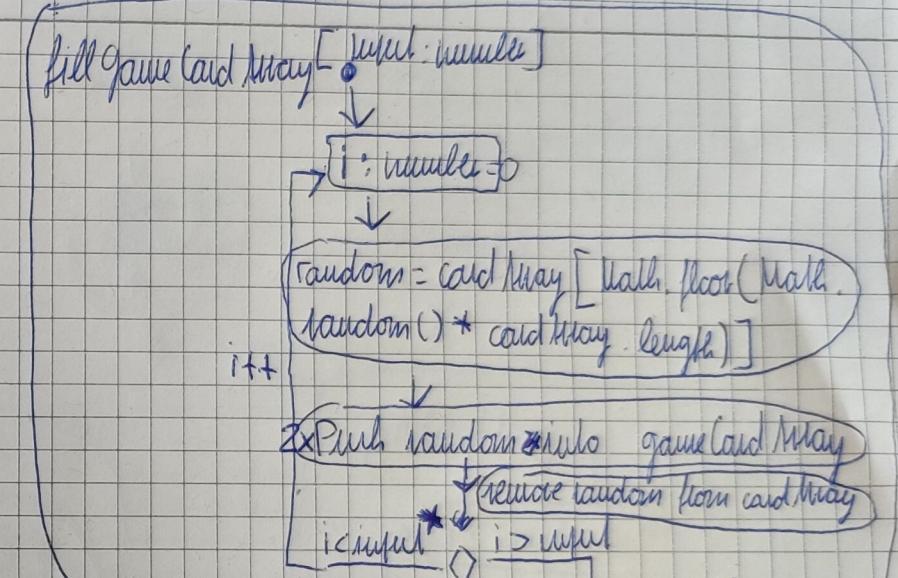
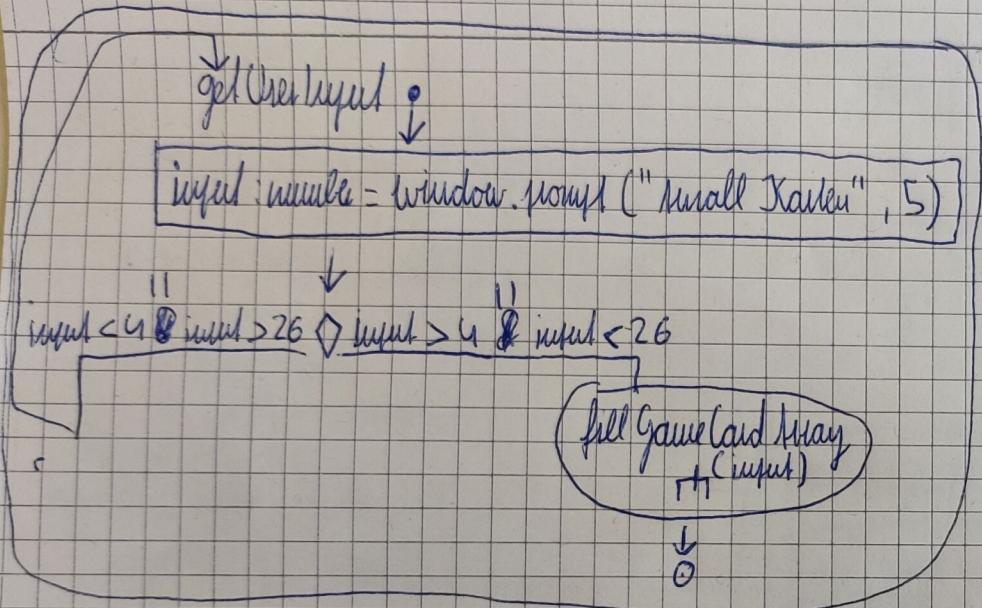
<click>

## Memory Activity Diagram

```

    start
    card May : number [ ] = [ ]
    ↓
    game (card May : number [ ] = [ ])
    ↓
    enterTime : Date
    → cardCounter : number = 0
    leaveTime : Date
    counter → card : number = 0
    ↓
    cardEvent1 : - event
    ↓
    cardEvent2 : - event
    ↓
    install load - listener
    ↓
    end
  
```





~~gameCard~~  
~~playAgain~~

~~gameCard~~  
~~playAgain~~

Set active time to  
actual time

~~gameCard~~  
~~playAgain~~

~~gameCard~~  
~~playAgain~~

~~gameCard~~  
~~playAgain~~

Show Card - event: PointerEvent

Counter ++

Counter = 1

Counter = 2

target.textContent = target.value

target.textContent = target.value

card1 = - event

card1 = - event

①

card1.value = card2.value

card1.value = card2.value

card1.textContent = "? ?"

checkValue  
if

card2.textContent = "? ?"

card2.value

counter = 0

parent1: HTML Element = Parent of card1 - target

parent2: HTML Element = Parent of card2 - target

remove target from parent (wait 2 seconds)

setTimeout(() , 2000)

remove target from parent1

remove target from parent2

Counter = 0

Card Counter ++

check Game  
if

check Game  
 $\text{cardCounter} < \text{gameCardMax. length} : 2$   
 $\text{cardCounter} > (\text{gameCardMax. length}) : 2$

else

①

Window.prompt("Game finished  
Time: (leave time - enter time)

Time = leave time - enter time

Window.prompt("Game finished, time was" + Time)

↓

②