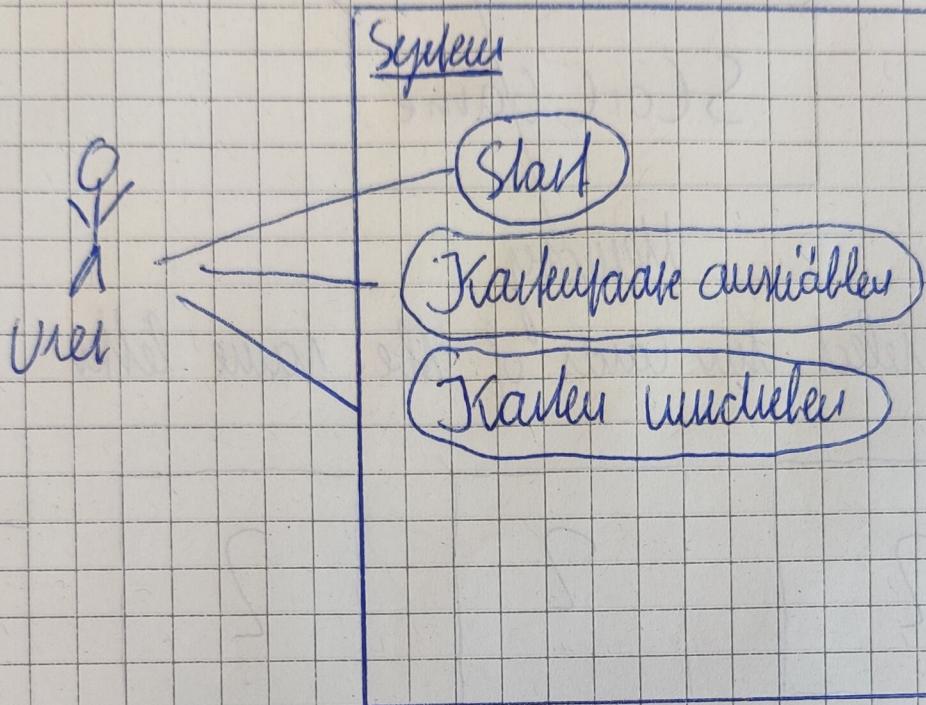


## The Game : Memory



Memory : UI-Schelle

Request ("startGame")

<h1>

<button>

Request ("gameStartedTime")  
("now" + date)

<p>

Start Game

Memory

Try to select two cards of the same letter

?

?

2

1

?

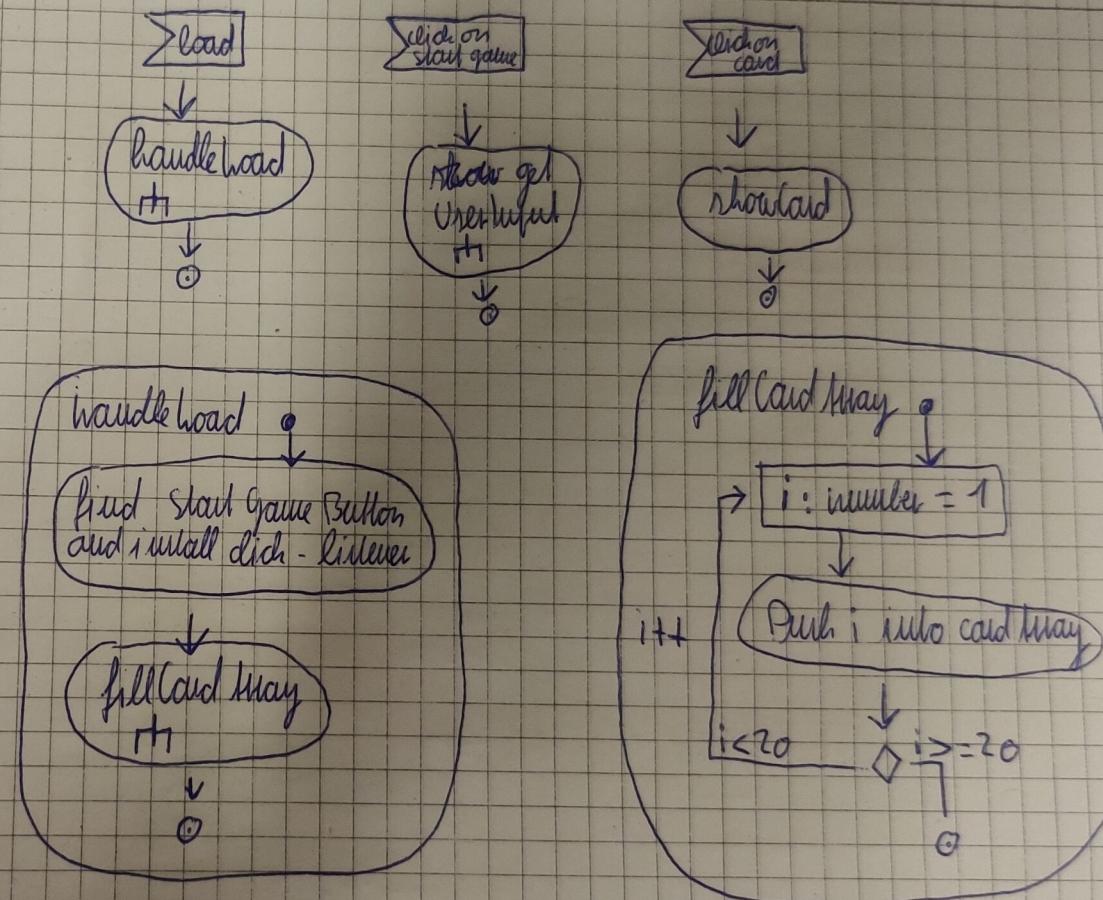
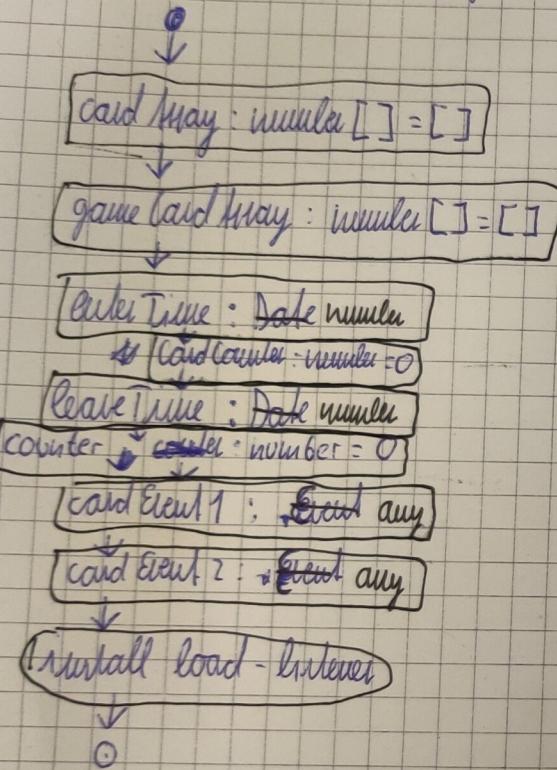
?

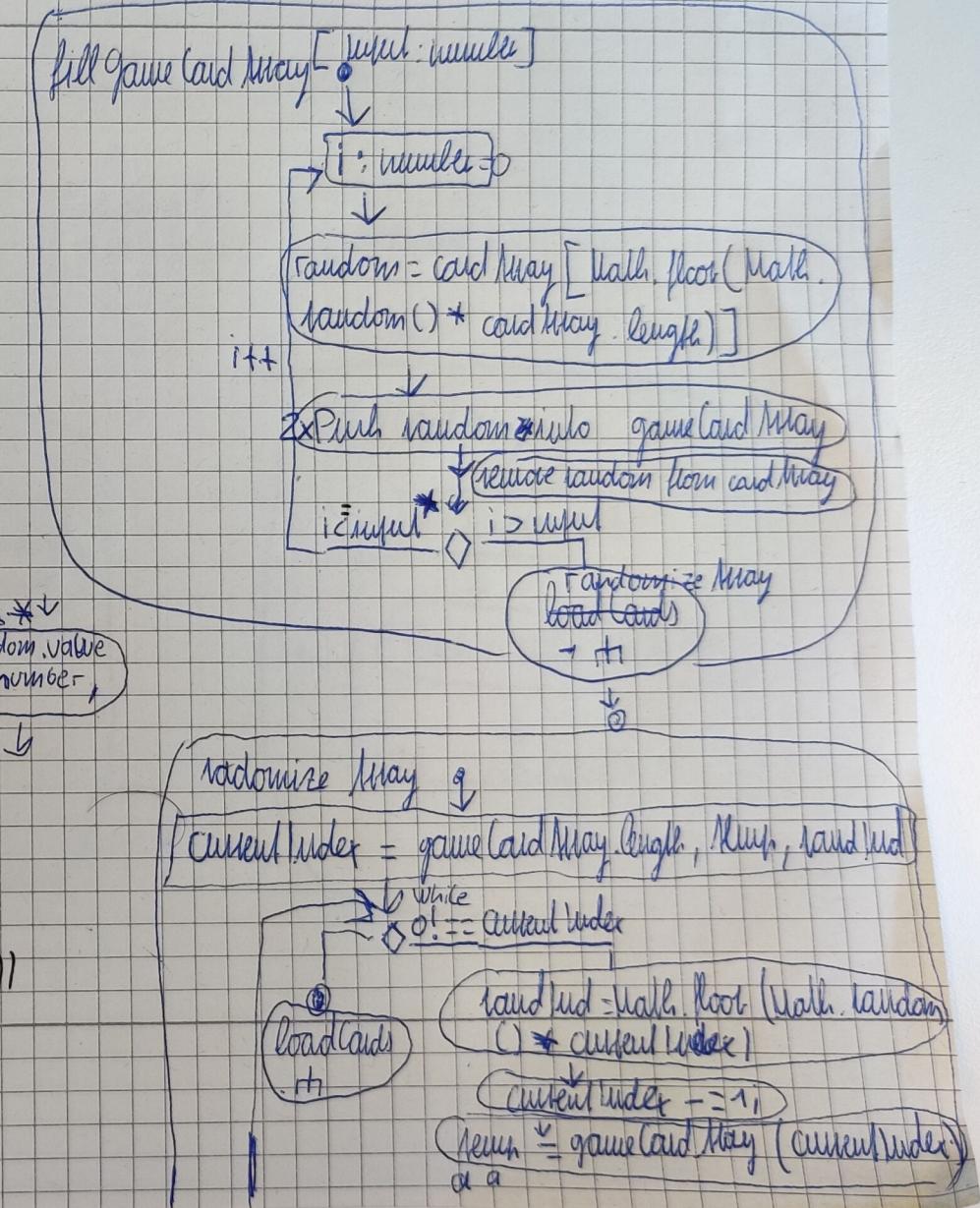
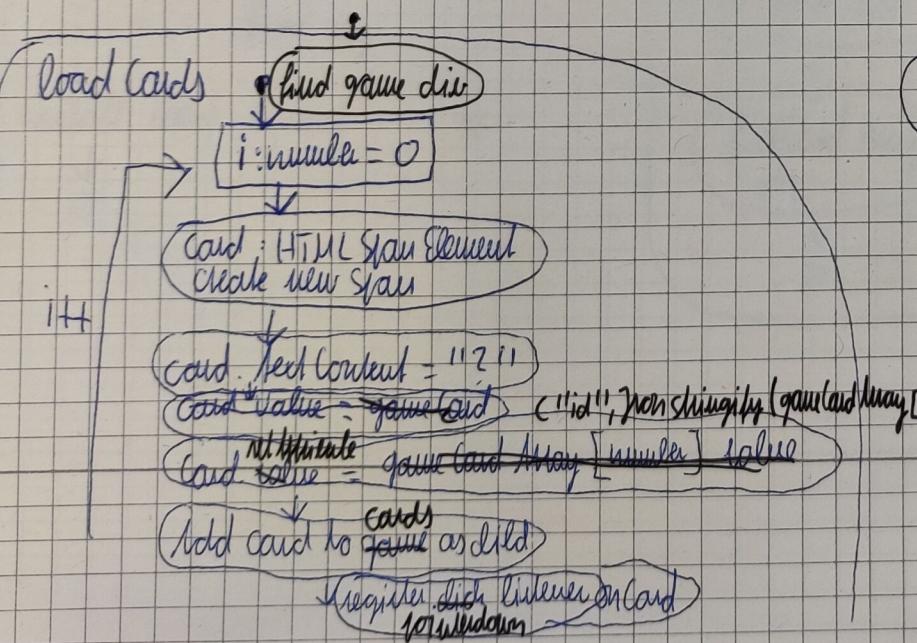
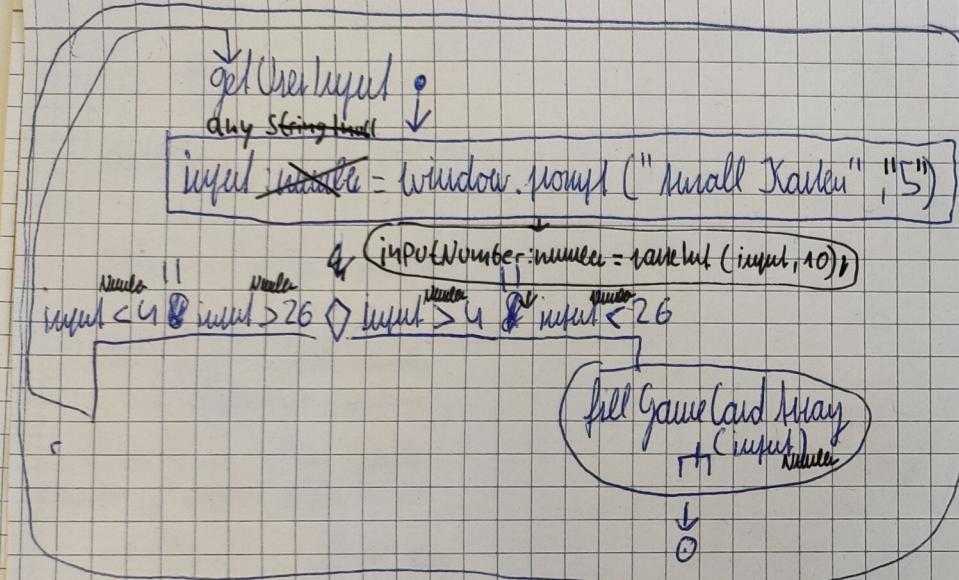
<div>  
id=game

<div>  
id=cards

<span>  
<click>

## Memory Activity Diagram





gameCard  
playLength

i  
gameCard playLength

Set current time to  
actual time

gameCard play

gameCard play [currentIndex] = gameCard play [lastInd]

gameCard play [lastInd] = temp

Show Card

- event: PointerEvent

highlighted Element: any = - event. target

counter ++

counter = 1

counter = 2

highlighted Element

highlighted Element

highlighted Element. getAttribute ("id")

target. textContent = target. value

target. textContent = target. value

card 2 = - event. highlighted Element

card 1 = - event. highlighted Element

card 1. value = card 2. value

card 1. value = card 2. value

2 seconds delay

card 1. textContent = "2"

click button

parent 1: HTML Element = Parent of card 1 - target

card 2. textContent = "2"

call function

parent 2: HTML Element = Parent of card 2 - target

counter = 0

call function

remove target from parent (Wait 2 seconds)

setTimeout(() , 2000)

remove target from parent

remove target from parent 2

