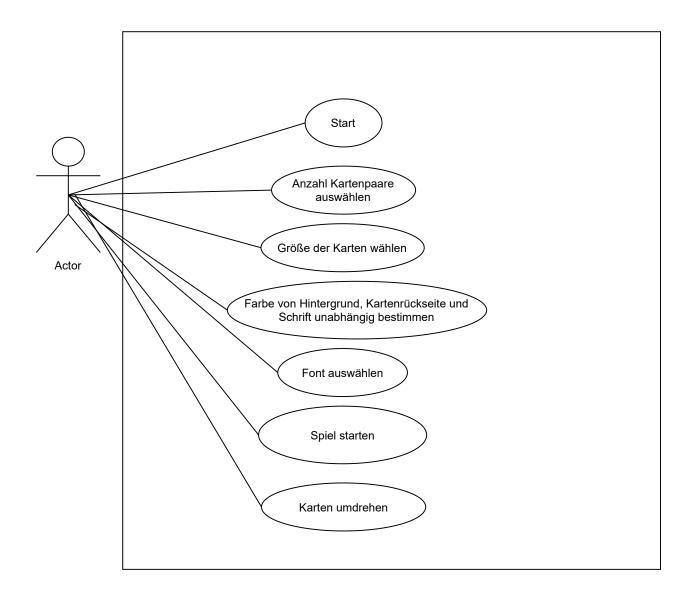
Use case: MemorySettings



UI-Scribble: MemorySettings <h1> Memory Try to select two cards of the same letter Options: <number-Anzahl Kartenpaare: stepper> Kartengröße: <slider> Farbe: Hintergrund Kartenrückseite: color-picker> Schrift Font: <radiobutton> <div> Start Game (id="container" <button> <div>id="game" ? ? 1 click

