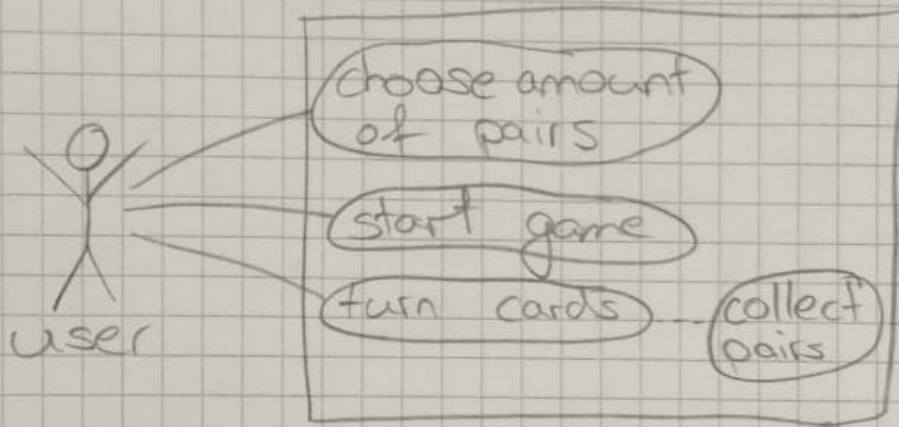
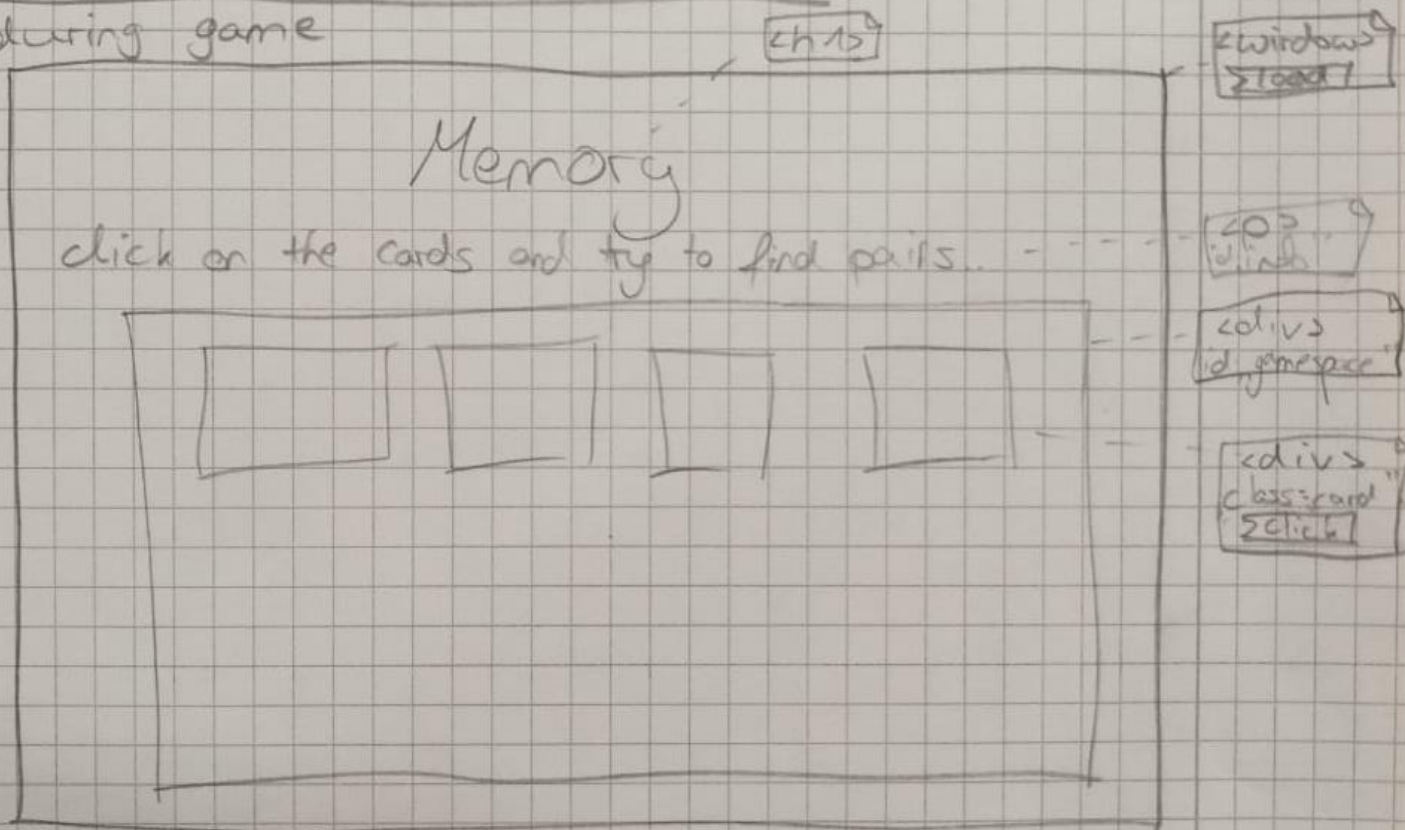


USE-CASE-DIAGRAM

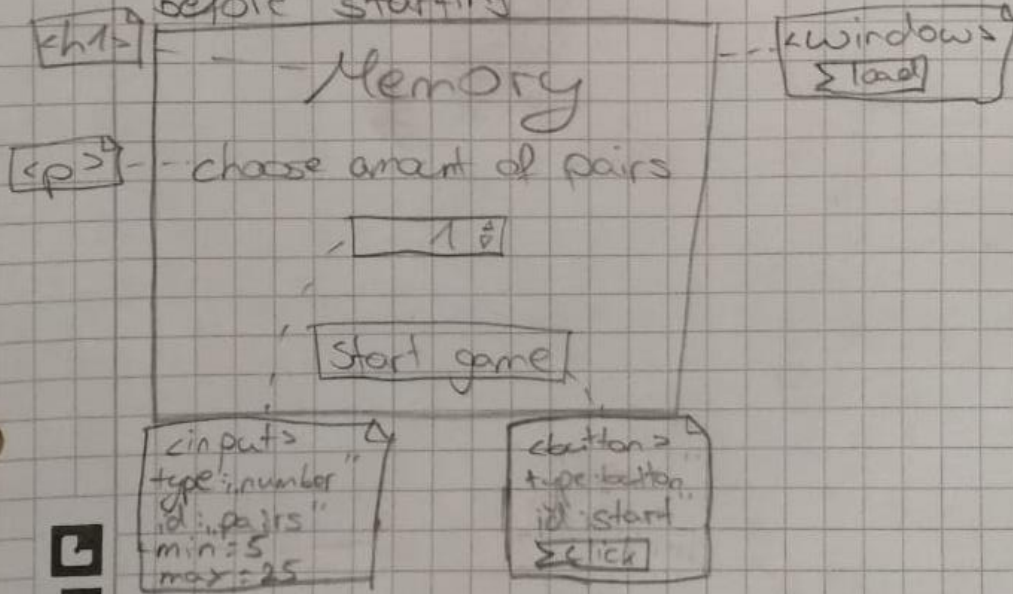


USER-INTERFACE-DIAGRAM

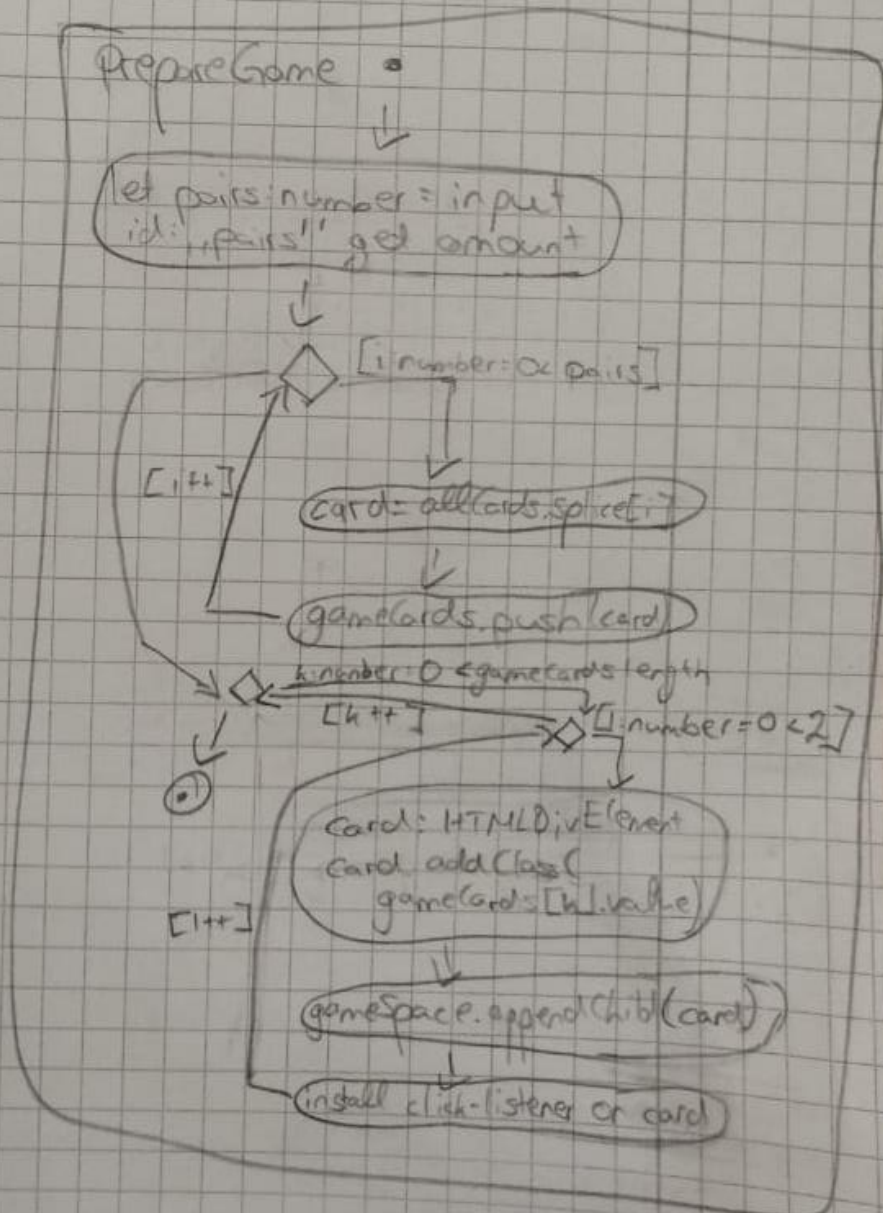
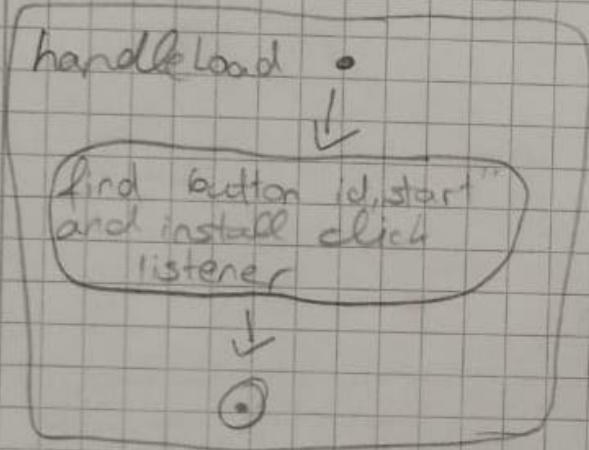
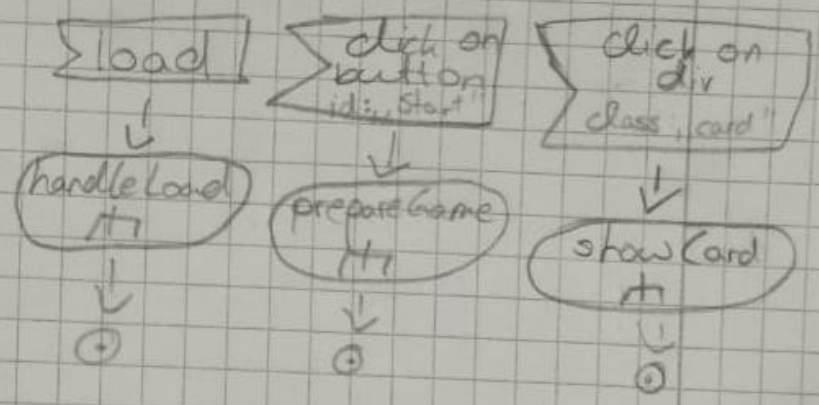
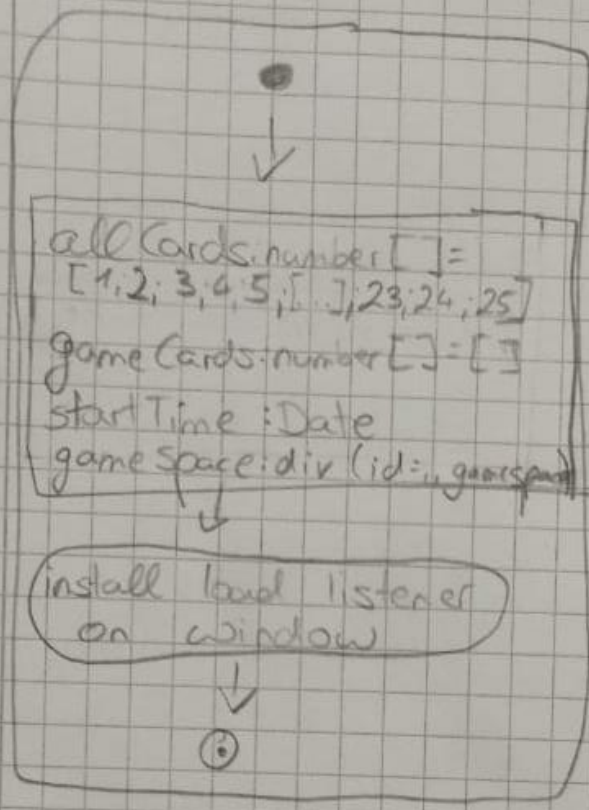
during game



before starting



ACTIVITY - DIAGRAM



showCard

-event: MouseEvent

let counter: number = 0

[counter < 2]

[counter = 1]

[counter = 0]

[target1.class
target2.class]

target2 = _event.target

target1 = _event.target

target2.textContent = target2.value

target1.textContent = target1.value

counter++

parent1 = target1.parent
parent2 = target2.parent

parent1.deleteChild(target1)

parent2.deleteChild(target2)

gameEnd()

after 2 seconds

target1.removeTextContent

target2.removeTextContent

gameEnd

[gameSpace.children.length < 1]

endTime: Date

gameTime: Date = endTime - startTime

window.prompt("You finished the game with " +
gameCards.length + " pairs in " + gameTime)

Verbesserung durch Marcel Ritter:

- ein Durchmischen der Memorykarten fehlt, sodass immer alle Paare nebeneinander liegen.

neue Version von prepareGame:

