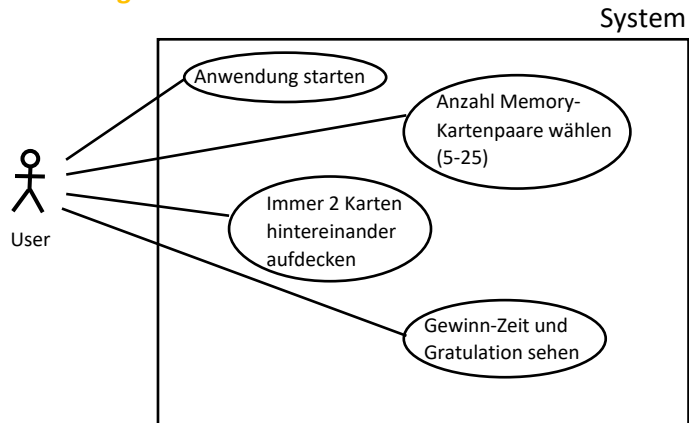


MEMORY (Web-App für Desktop, Tablet, Smartphone)

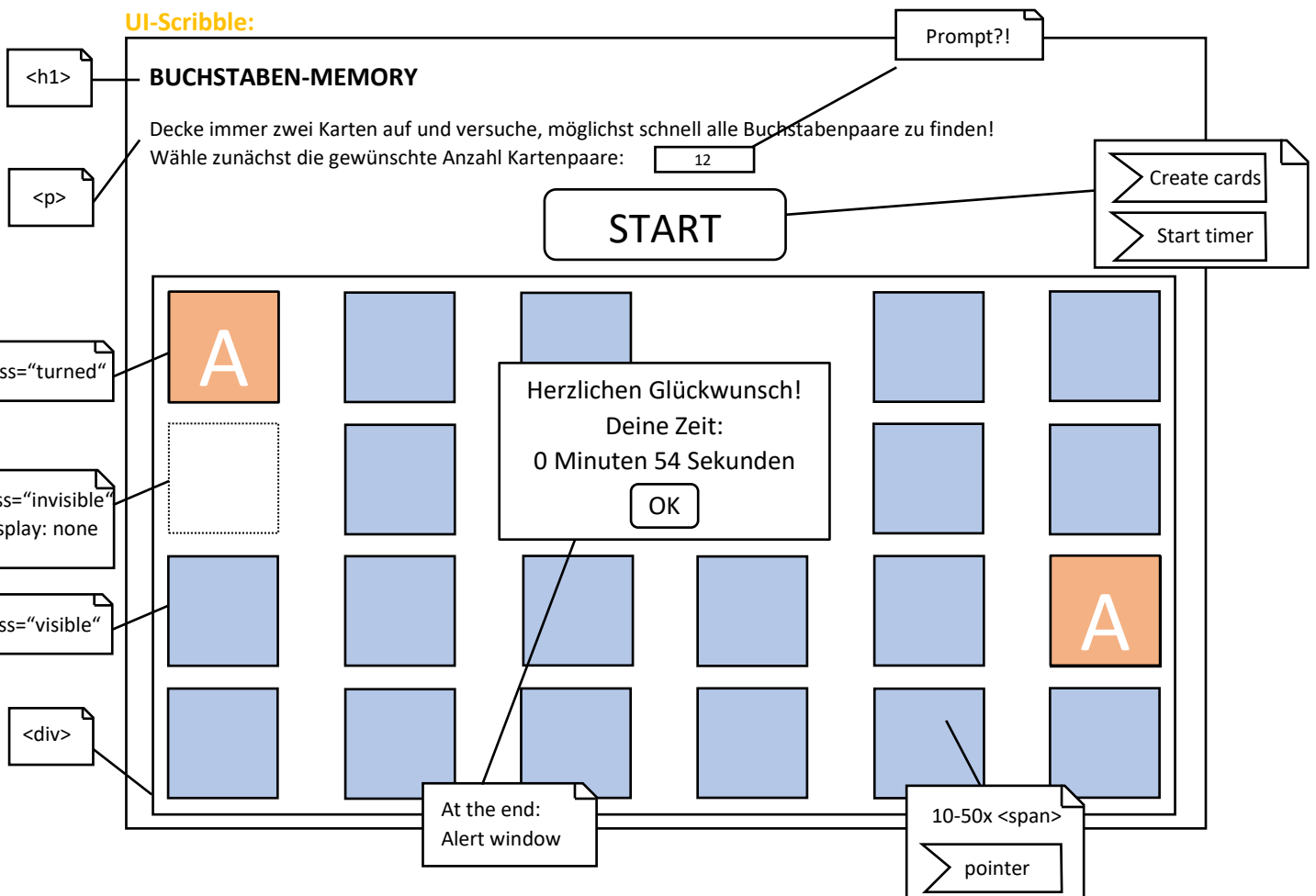
Tauschpartner: Hannah Dürr

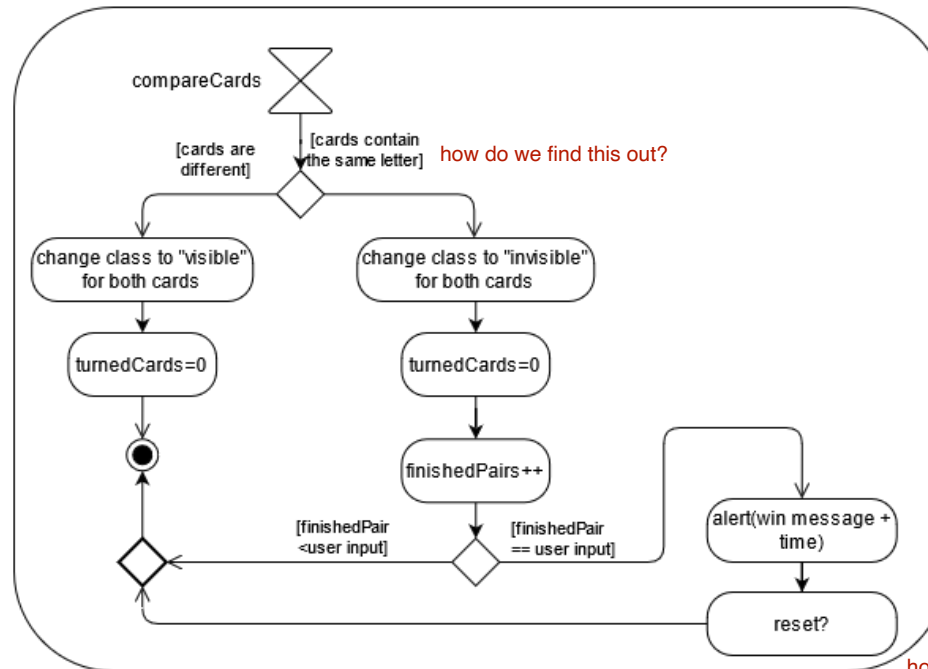
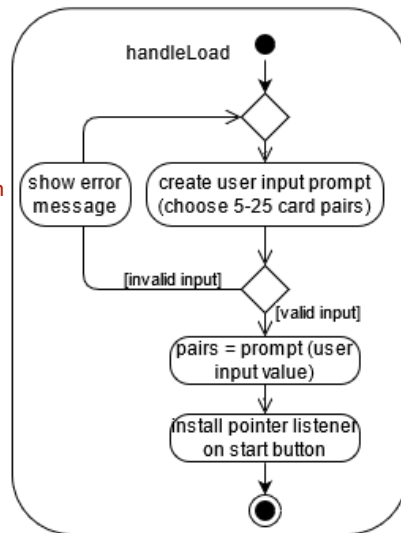
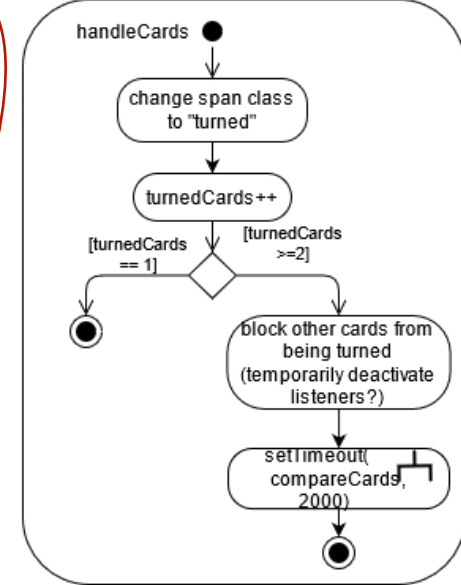
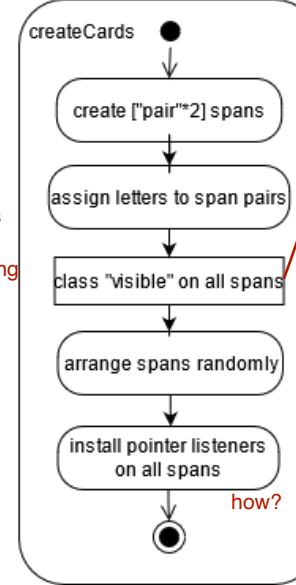
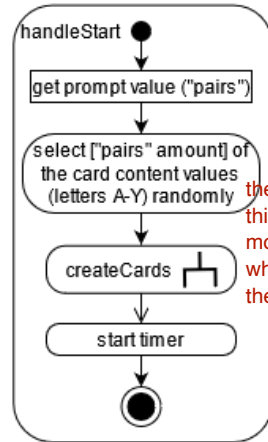
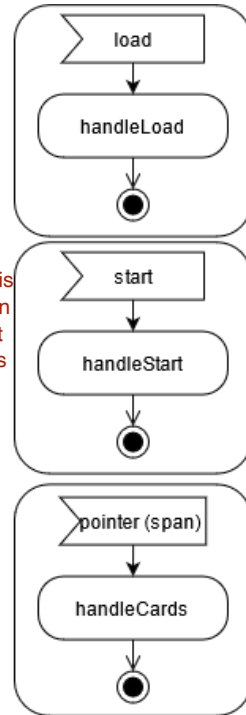
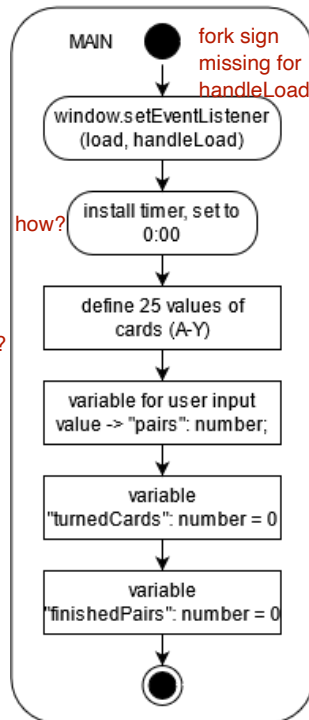
ORIGINAL-KONZEPT (Stand 22.04.21)

Use-Case-Diagram:



UI-Scribble:





how do we address the single cards and their values? Save them in variables maybe? But how? :D maybe directly when turning them around (after turnedCards++ in handleCards)

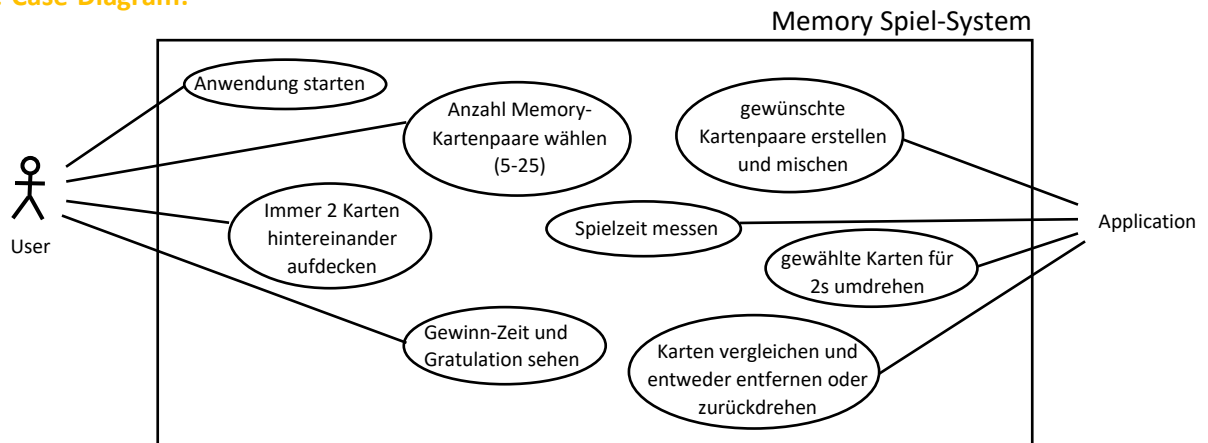
Activity Diagram:

MEMORY (Web-App für Desktop, Tablet, Smartphone)

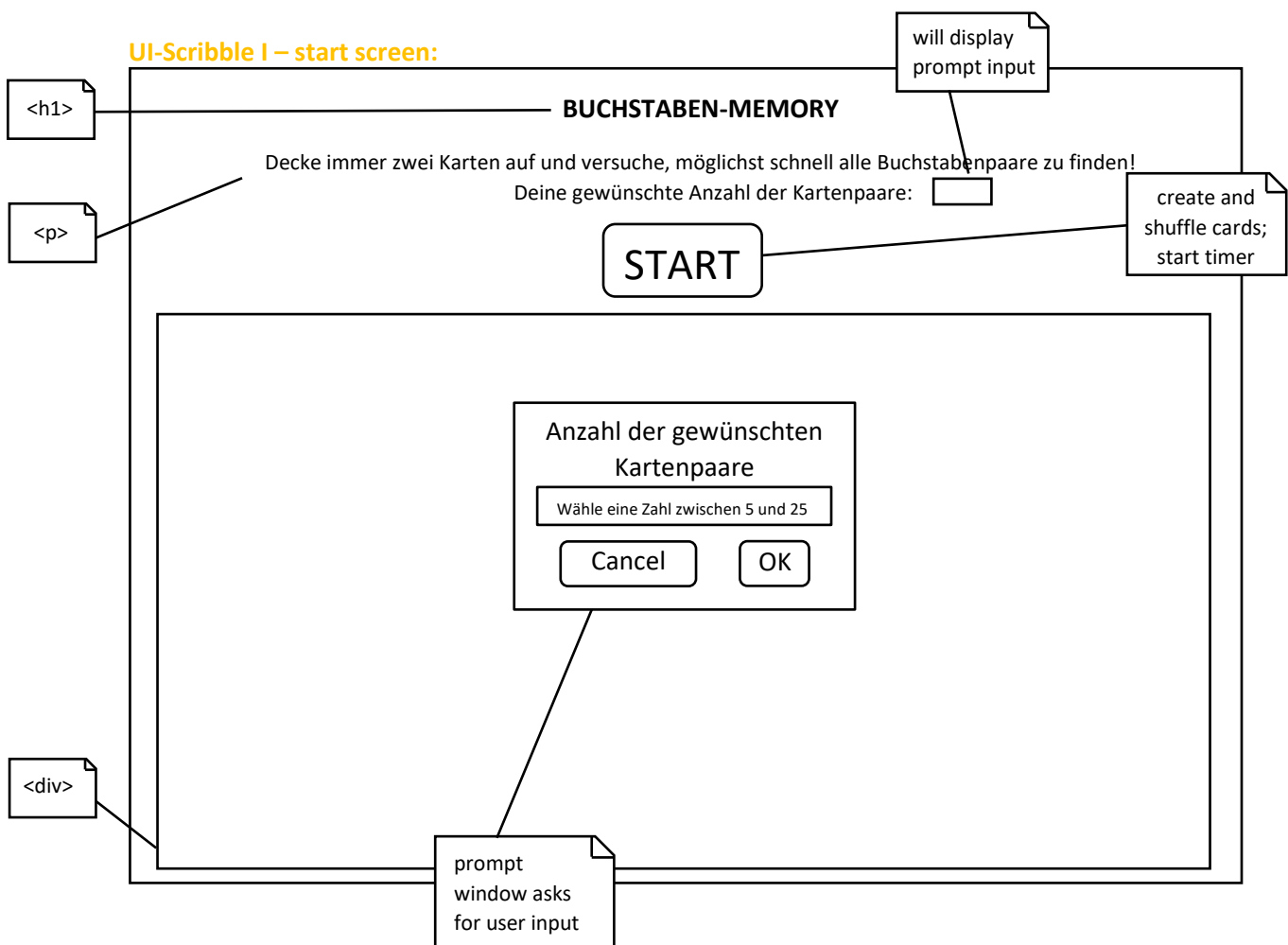
Tauschpartner: Hannah Dürr

VERBESSERTES KONZEPT (Stand 24.04.21)

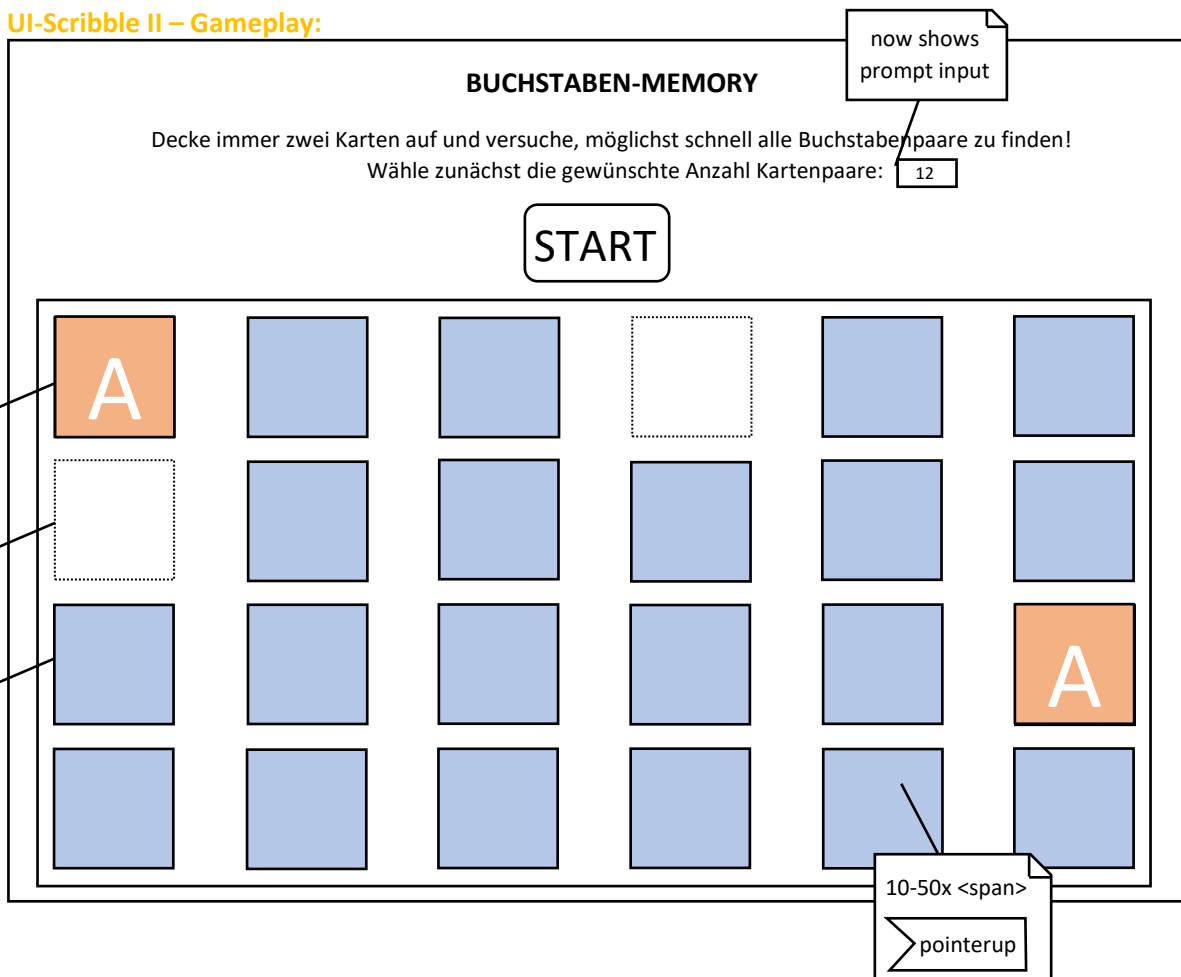
Use-Case-Diagram:



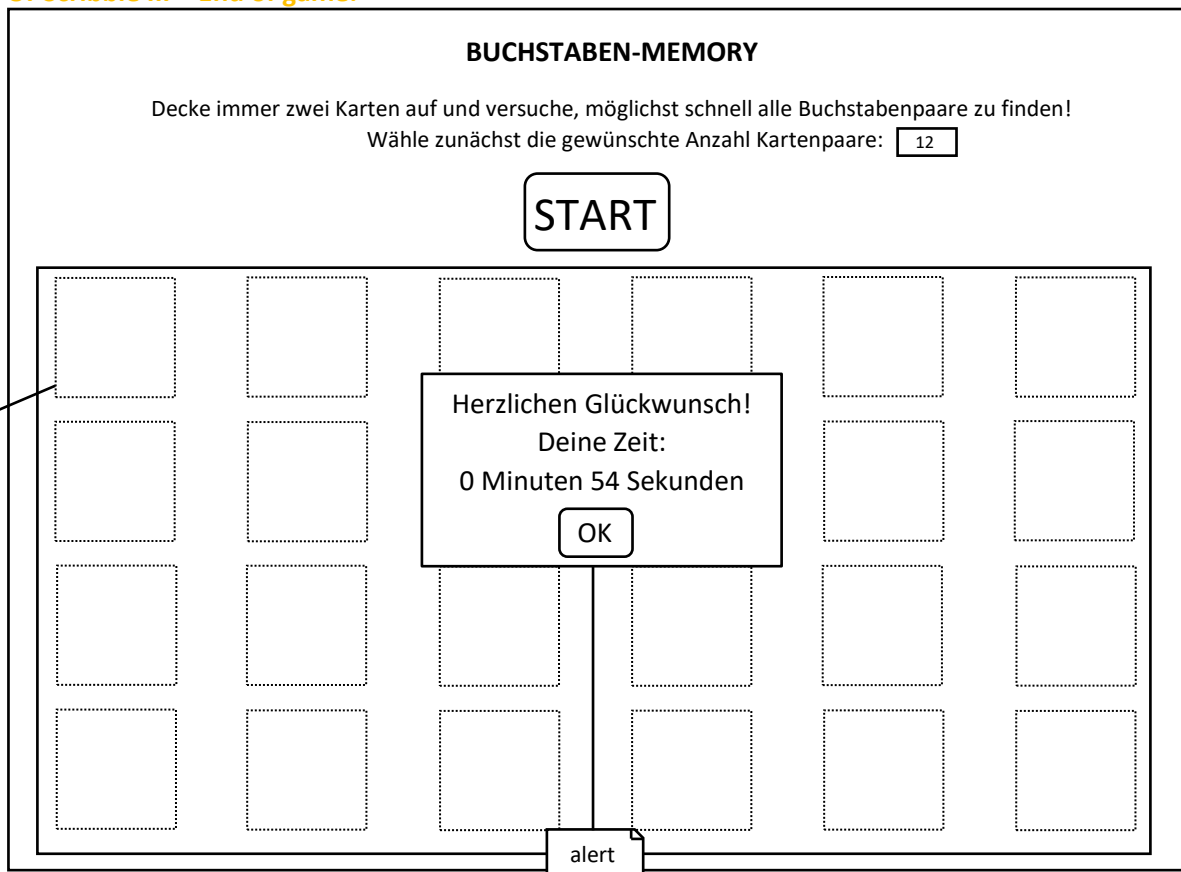
UI-Scribble I – start screen:



UI-Scribble II – Gameplay:



UI-Scribble III – End of game:



Activity Diagram:

grün = Änderungen zuum Original; rot = noch keine Lösung gefunden

