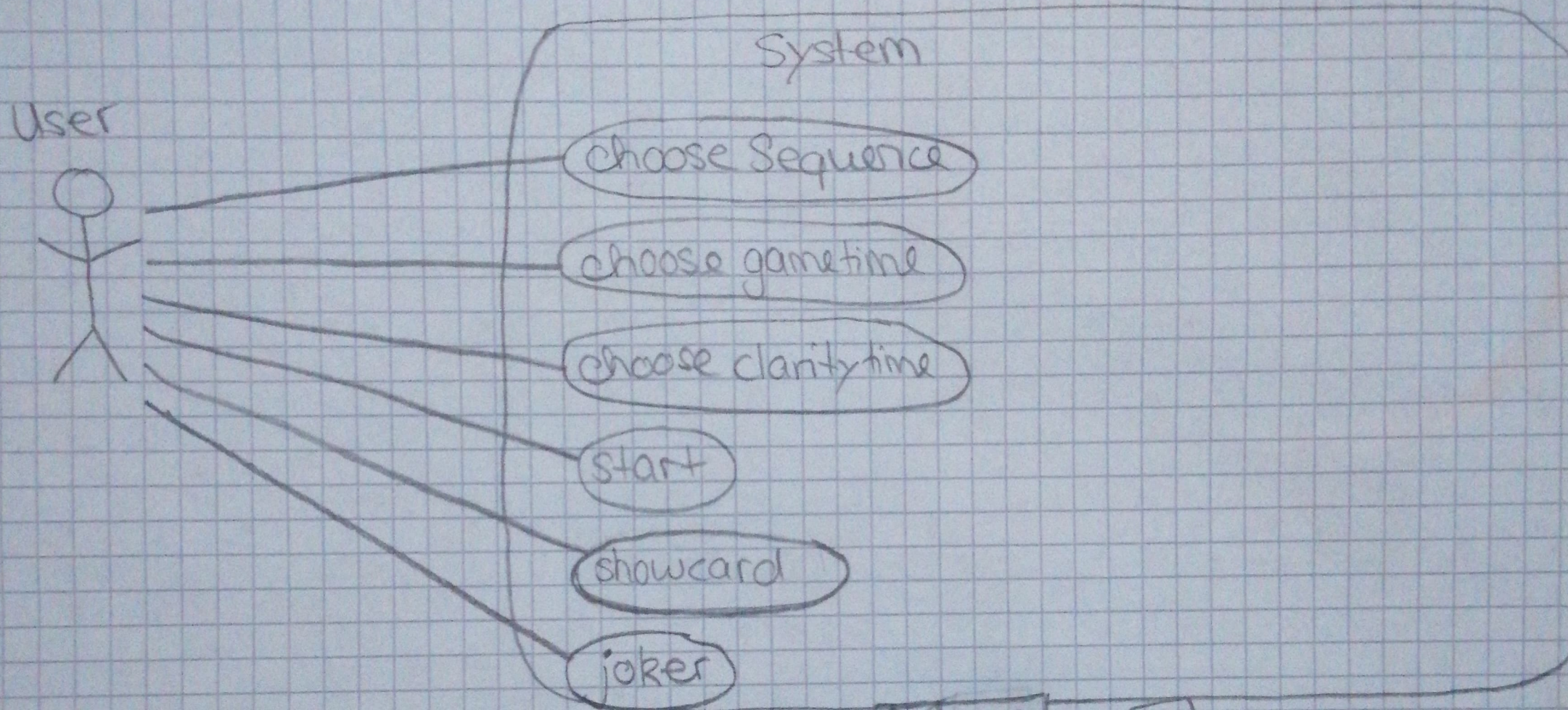
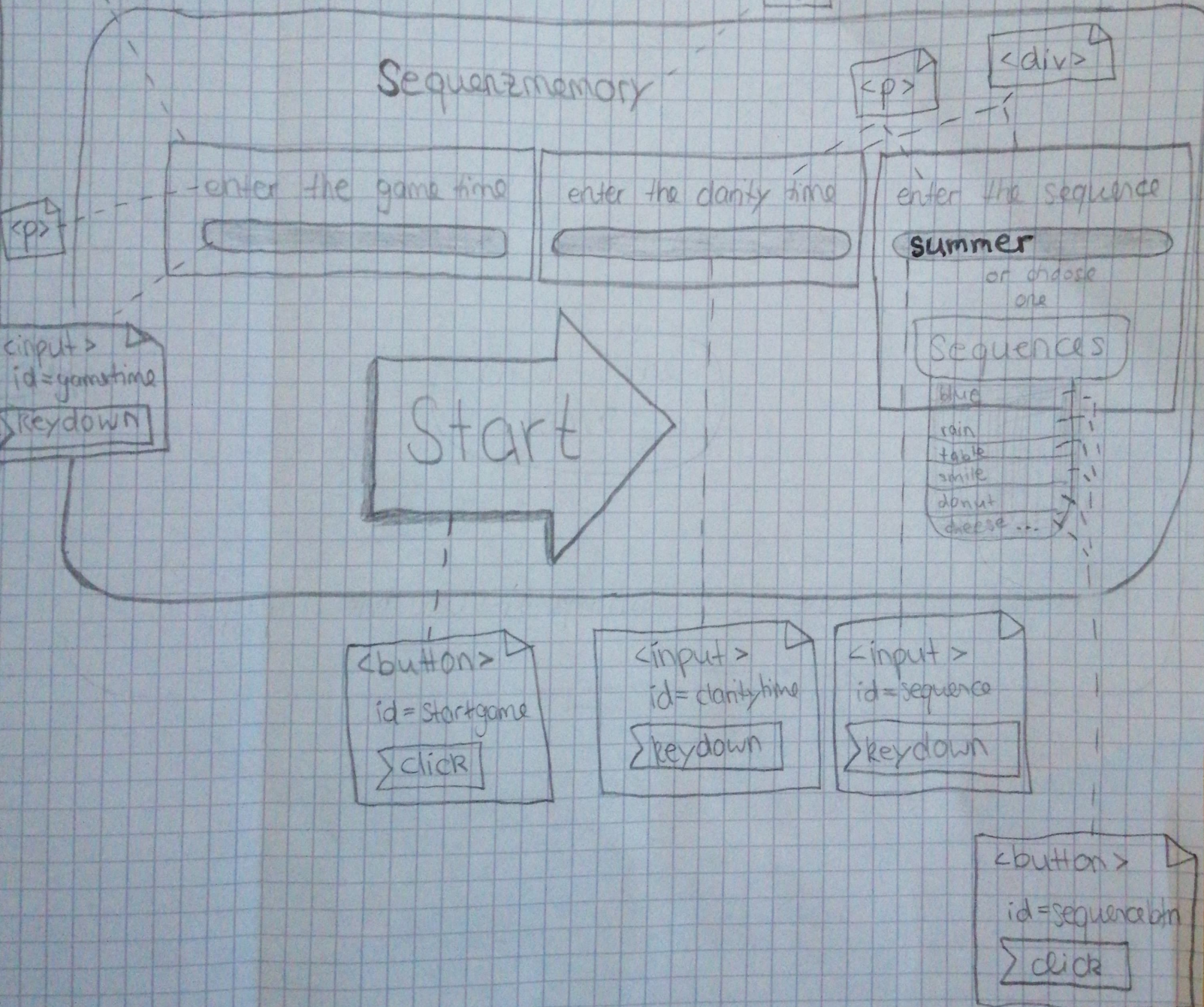


1) USE-CASE-DIAGRAMM

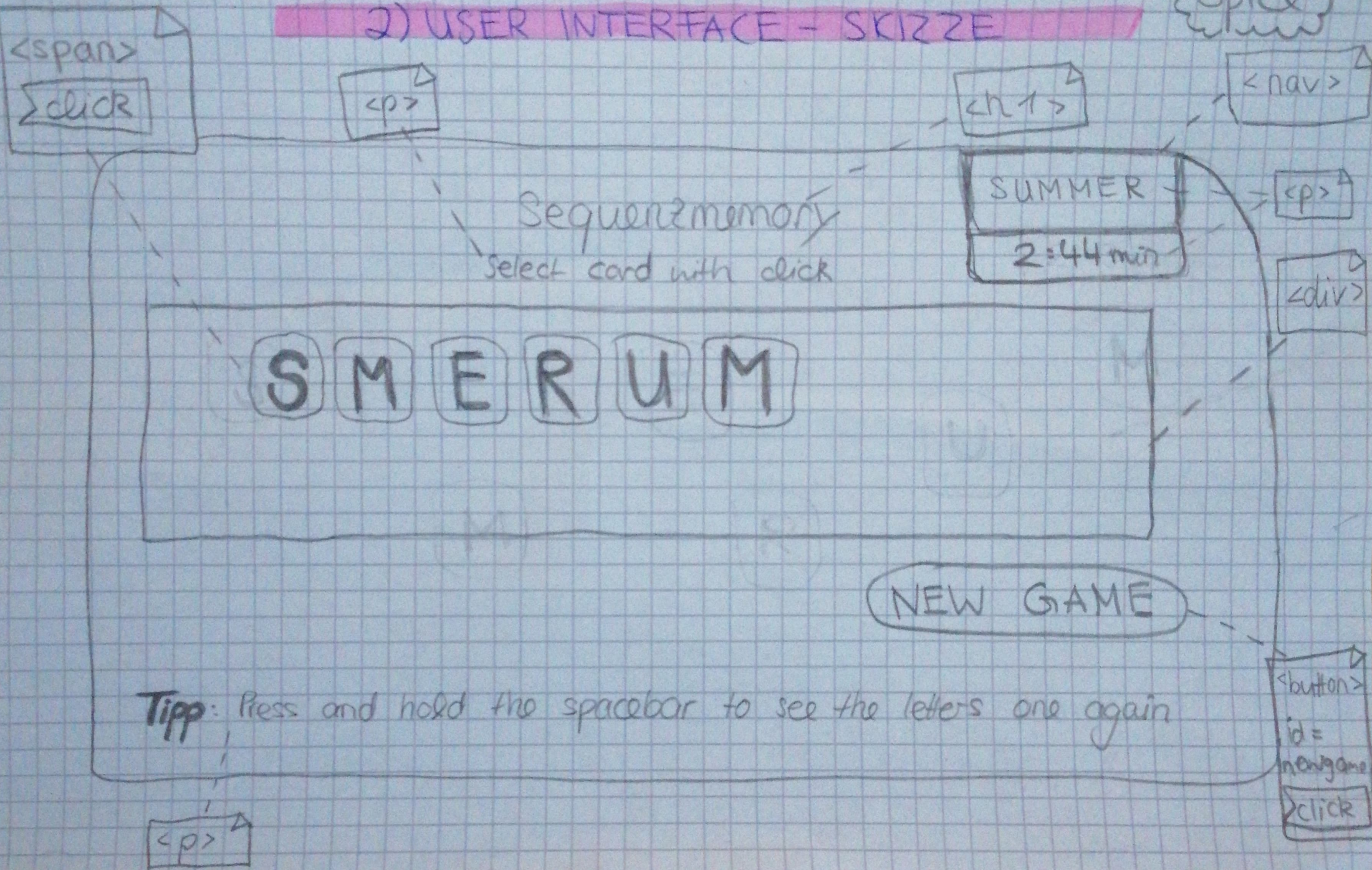


2) USER INTERFACE-SKIZZE

Startseite



2) USER INTERFACE - SKIZZE





```

let joker : boolean = false;
let chosenSequence[] : string;
let chosenGameTime = number;
let chosenClarityTime = number;
let chosenLetter = string;


```

install load listener


keydown on
gameTime input

function
timeG 

keydown on
clarityTime input

function
timeC 

keydown on
sequence input

function
word 

_event: Keyboard-
event

timeG

chosenGameTime = the
time entered from
_event

chosenGameTime = HTML Element
create new Element ("nav1")

setInterval () chosenGameTime

("nav1").innerHTML = chosenGameTime

clearInterval (chosenGameTime)

alert ("You lost the
game")

event: Keyboard-
event

timeC

chosenClarityTime = the
time entered from
_event

chosenClarityTime = HTML Element
create new Element ("nav2")

setInterval () chosenClarity-
time

("nav2").innerHTML =
chosenClarityTime

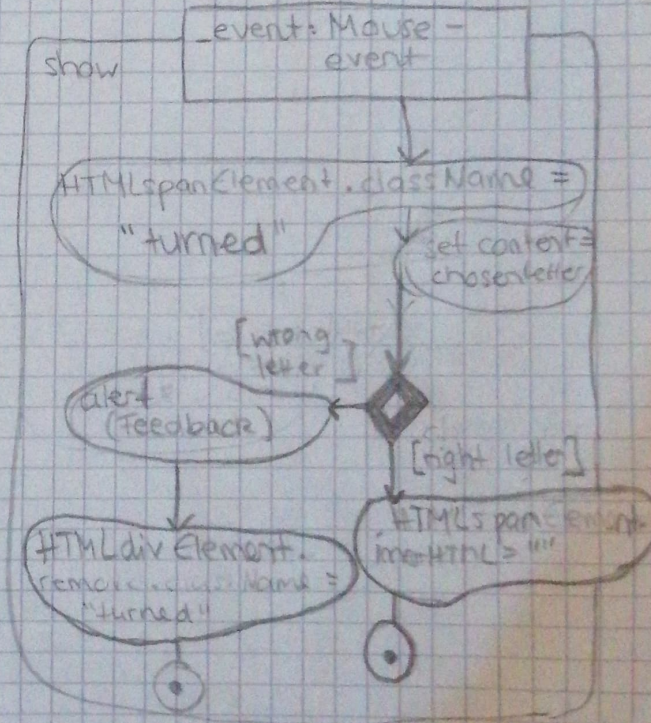
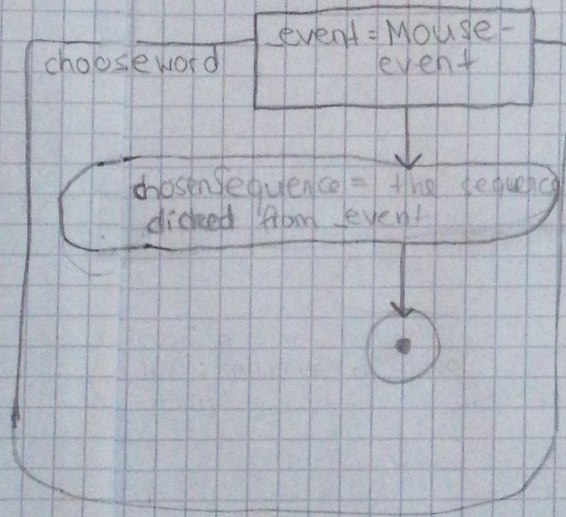
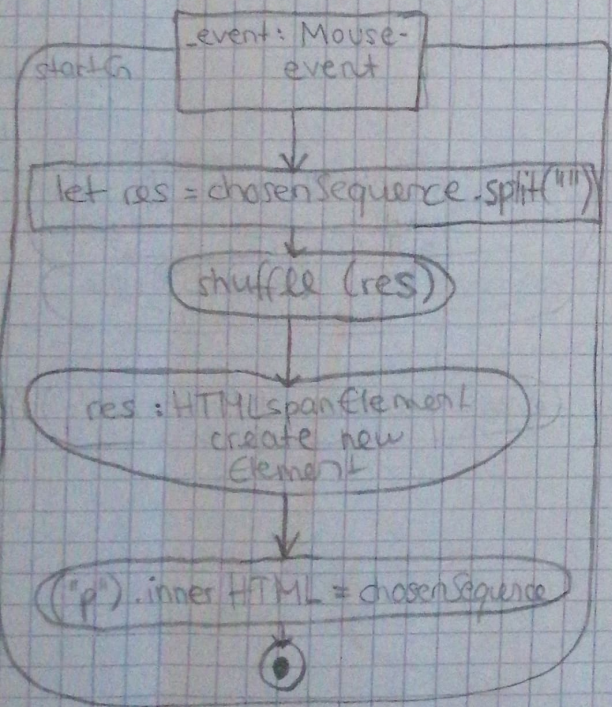
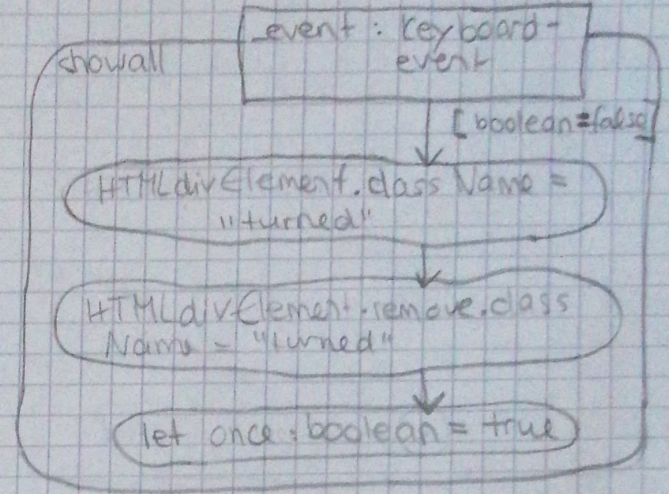
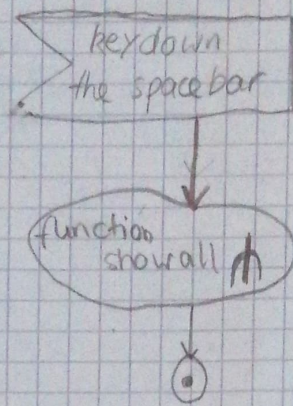
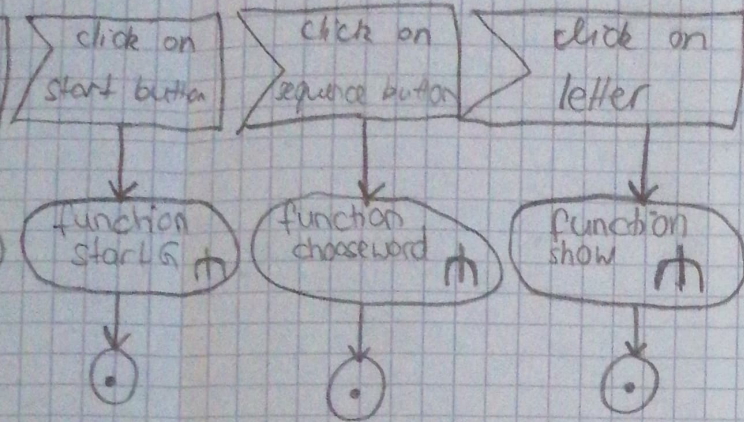
time over = div. class Name =
"turned"

_event: Keyboard-
event

word

chosenSequence = the
sequence entered from
_event

UML diagram



true/false