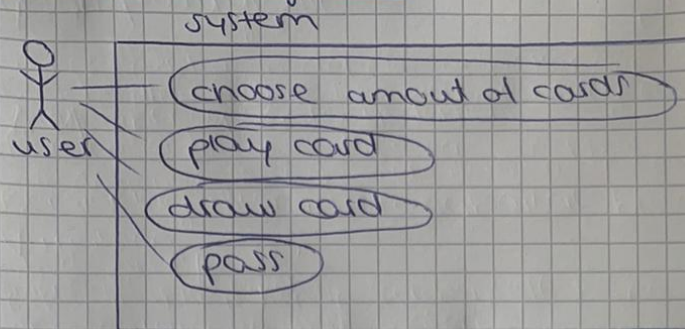
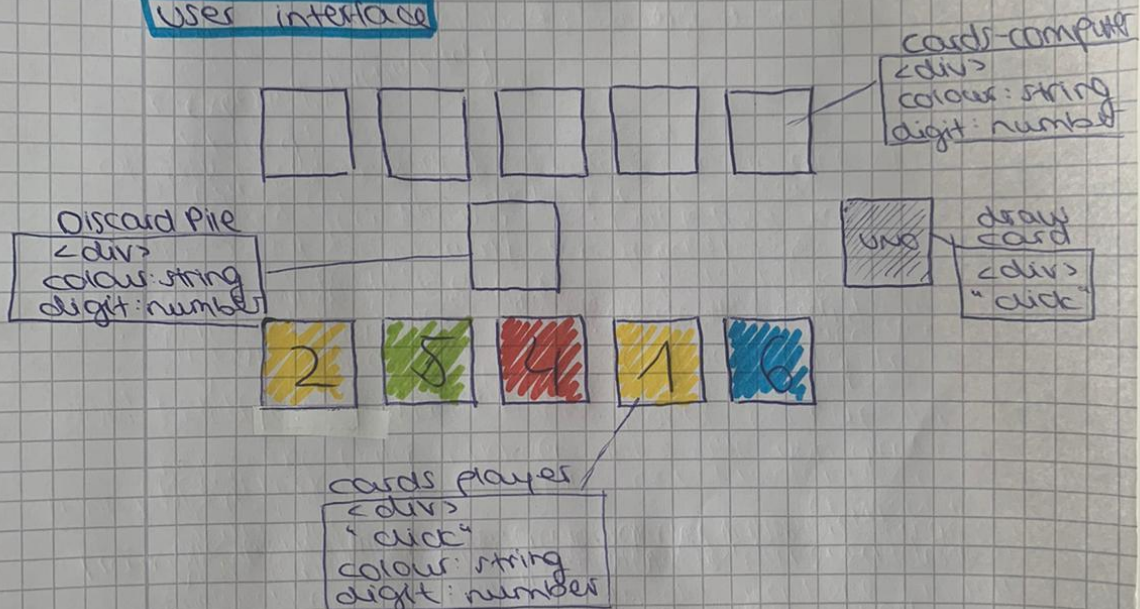


## Use-Case-Diagramm



## User interface





# Aktivitätsdiagramm

select amount

select Amount of card (4, 5, 6)

switch-case -> Anzahl Karten

create card 4x

create card 5x

create card 6x

i = 4  
ip = 4

i = 5  
ip = 5

i = 6  
ip = 6

create card

create HTML Div-Element

append-child

set Attribute (number, colour)

div style

play card

"click" on div

colour, number  
-> div discard pile  
colour, number  
-> div 2 player

if colour div 1 =  
colour div 2  
or digit div 1 =  
digit div 2

false  
Error

append child  
discard pile

remove child

playerturn = false

i-- -> ①

draw card

click on div

create card

pass

i++ -> ①

pass

create HTML Button-Element

append child

button style

playerturn = true/false

①

main

let colour : string  
let digit : number  
playerturn : boolean

select Amount

create Card

play card

draw card

play card

pass button

① (i=0)

i > 0

i > 0

i = 0  
①

