start game

GameStarter

MainFrame
--- new --->

Engine
--- new --->

PositionController
--- new --->

new ---> HitBoxBoard

create paired cards
and startcoordinates
--- new card * cardamount --->

new * cardamount ---> Card

setCard * cardamount --->

timer loop
for every card
print card label
in its position
<--- get cards
<--- get cards