




# Memory Konzept Startseite

# Welcome to your Memory Game Please select your preferred Settings

REDO 

Stepper

min value      Amount of pairs (Card)      max value

-

25

+

Slider value  
min = "x"  
max = "y"  
type = range  
step = "x"

Size of Cards

(px) MIN ————— ● ————— MAX (px)

Choose your font (3)

✓

dropdown menu

Choose your Game Background-Color

Choose your font-Color

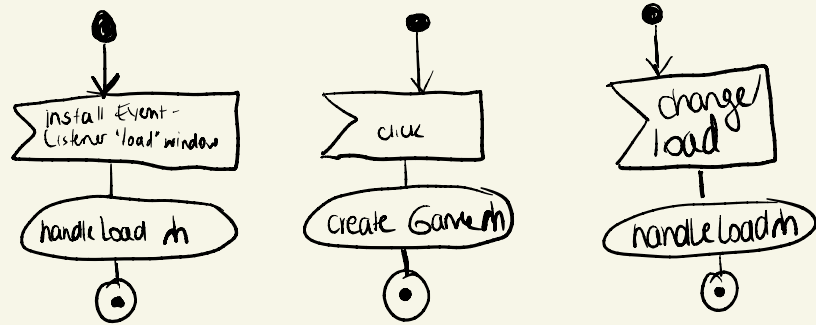
Choose your Cards-Background

HTML  
`<input type="color">`  
  
`<span id="hex">#0000</span>`  
`</span>`

Start Game!

Click → form disappears

# USE-CASE startseite Enskl möglichkeit



```

let numberOfPairs
let size: number
let formData: FormData
let frontColor: FormDataEntryValue | null
let fontFamily: FormDataEntryValue | null
let backsideColor: " " | null
let backgroundColor: " " | null
let gewinner: HTMLElement
let card: HTMLElement
let target: HTMLElement
let form: HTMLFormElement
let pairOfCards: FormDataEntryValue | null
  
```

## Tipps vom Praktikum

- \* Stepperwert mit schleife lösen
- \* Slider in Create Game - Funktion packen  
↳ HTMLElement z.B. card.style.width = size + 'px'
- \* Dasselbe mit FontFamily (style.fontFamily)

