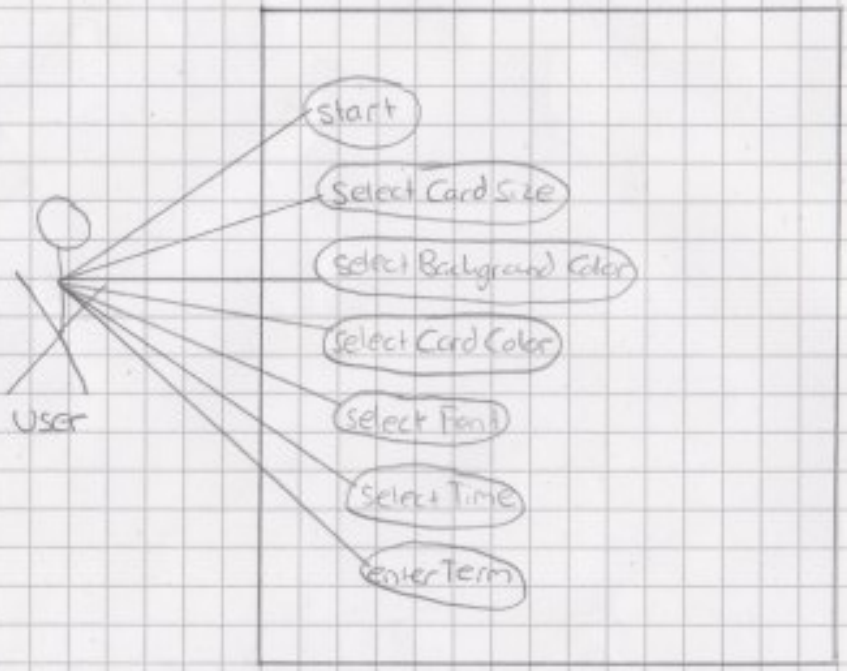
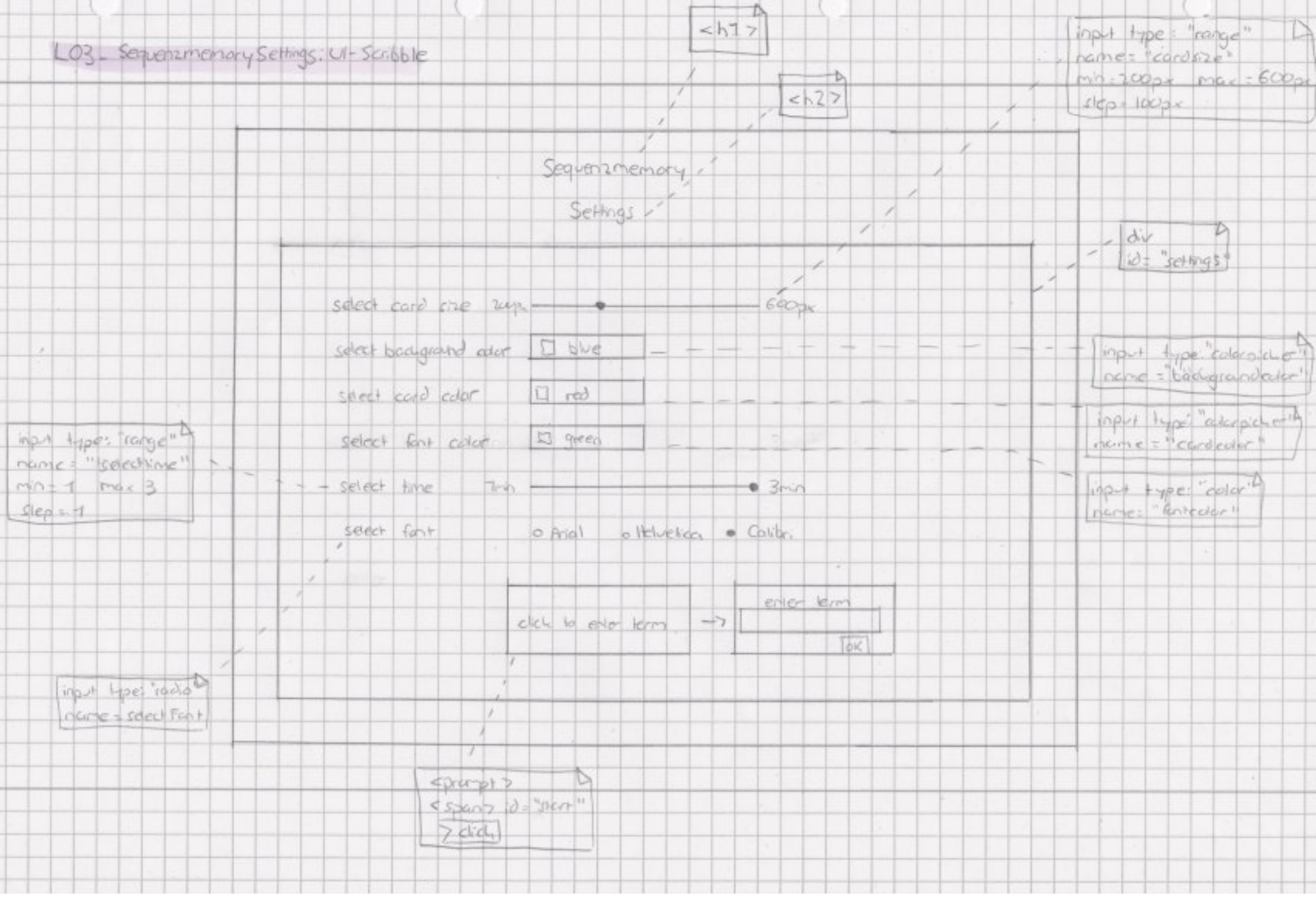
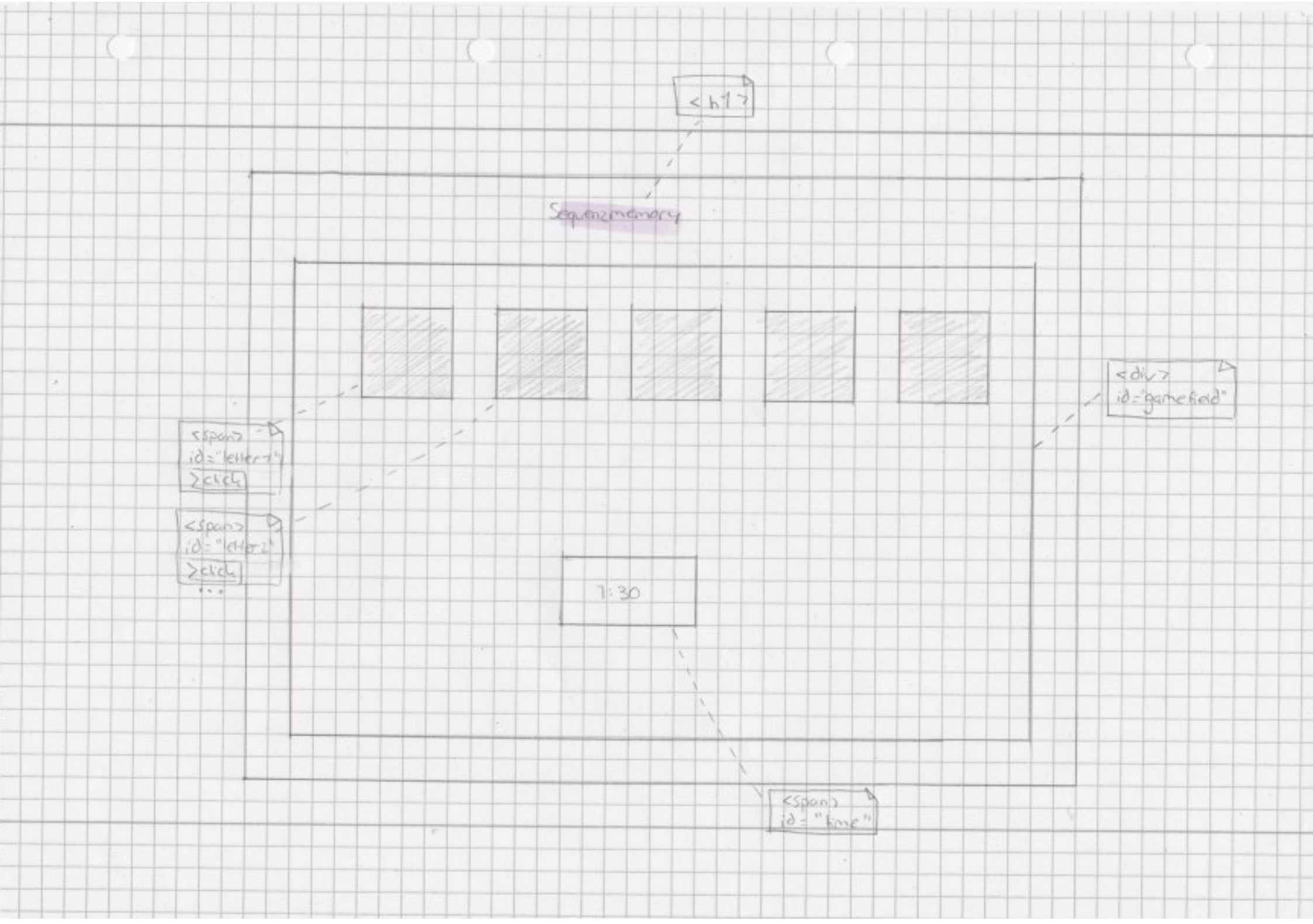
L03_ Sequenzmemory Settings: Use-Case-Diagramm



L03_ SequenzmemorySettings: UI-Scribble




<h1>
SequenzMemory

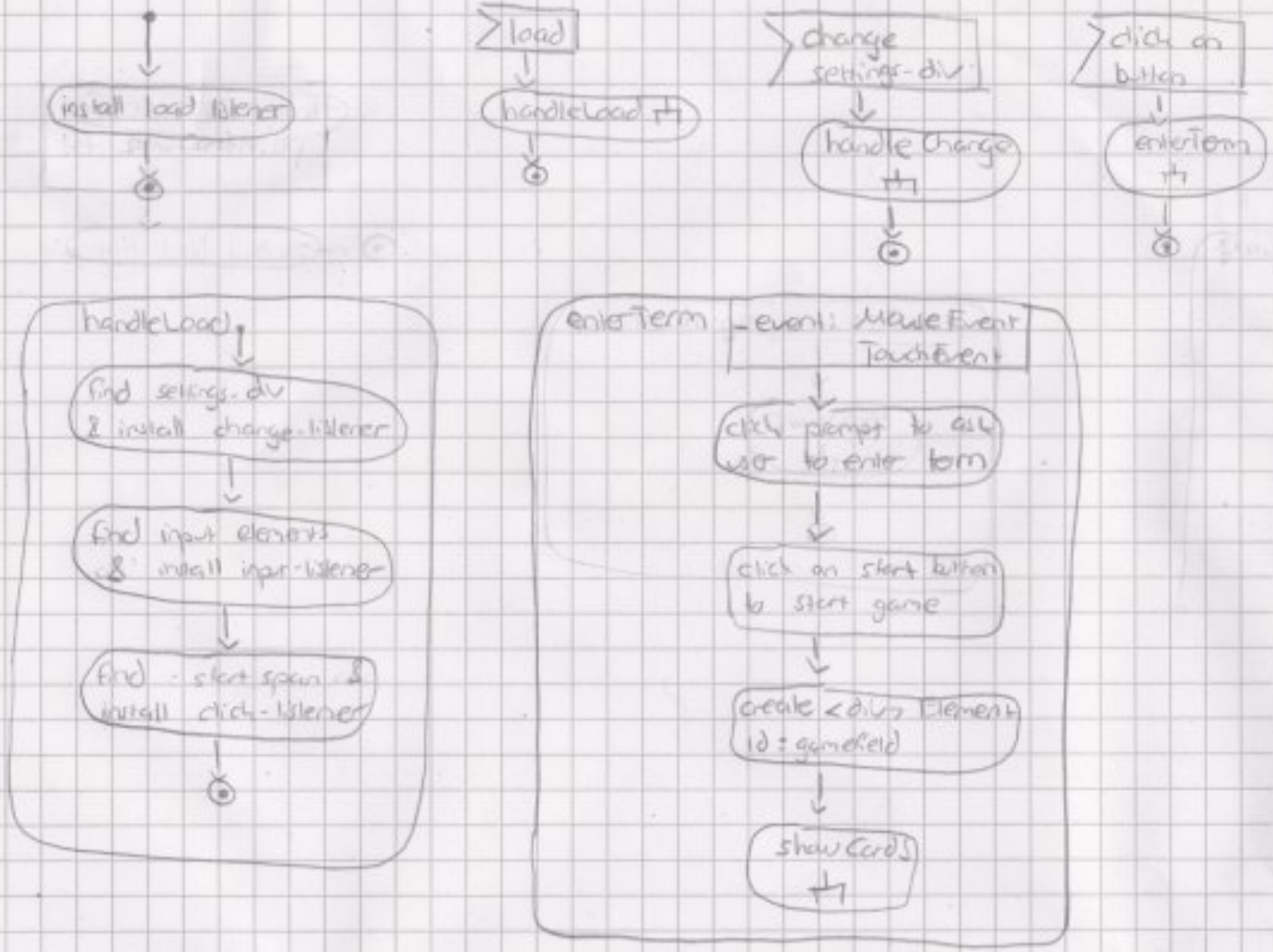
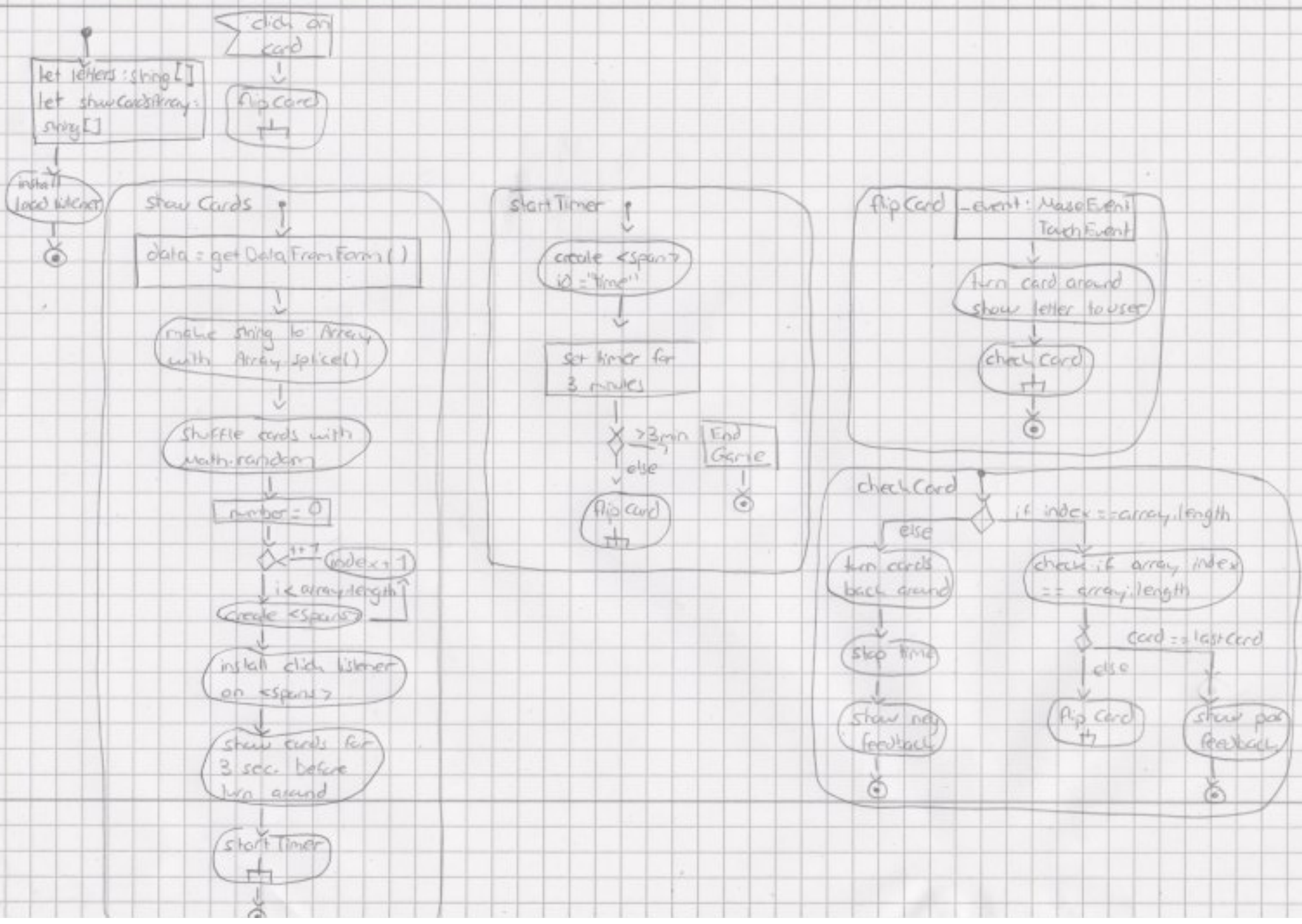
id="gameField"

id="letter1"
>click

id="letter2"
>click
...
7:30

id="time"

L03_ Sequenzmemory Settings: Activity Diagramm



Sequenzmemory: Activity Diagramm