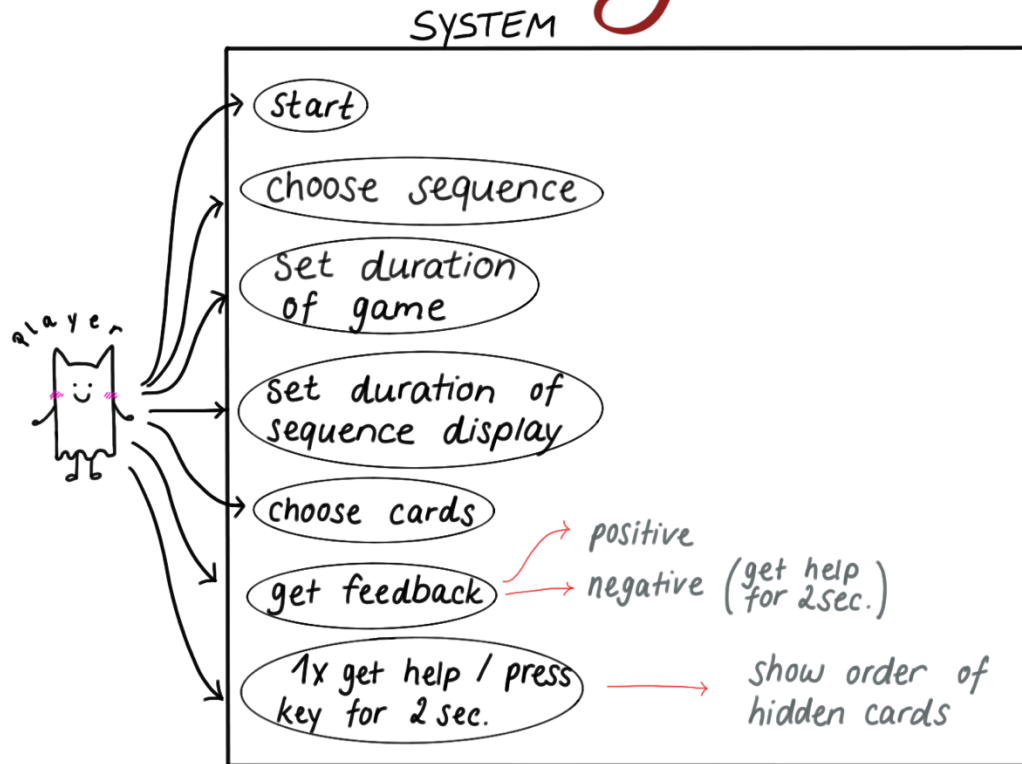
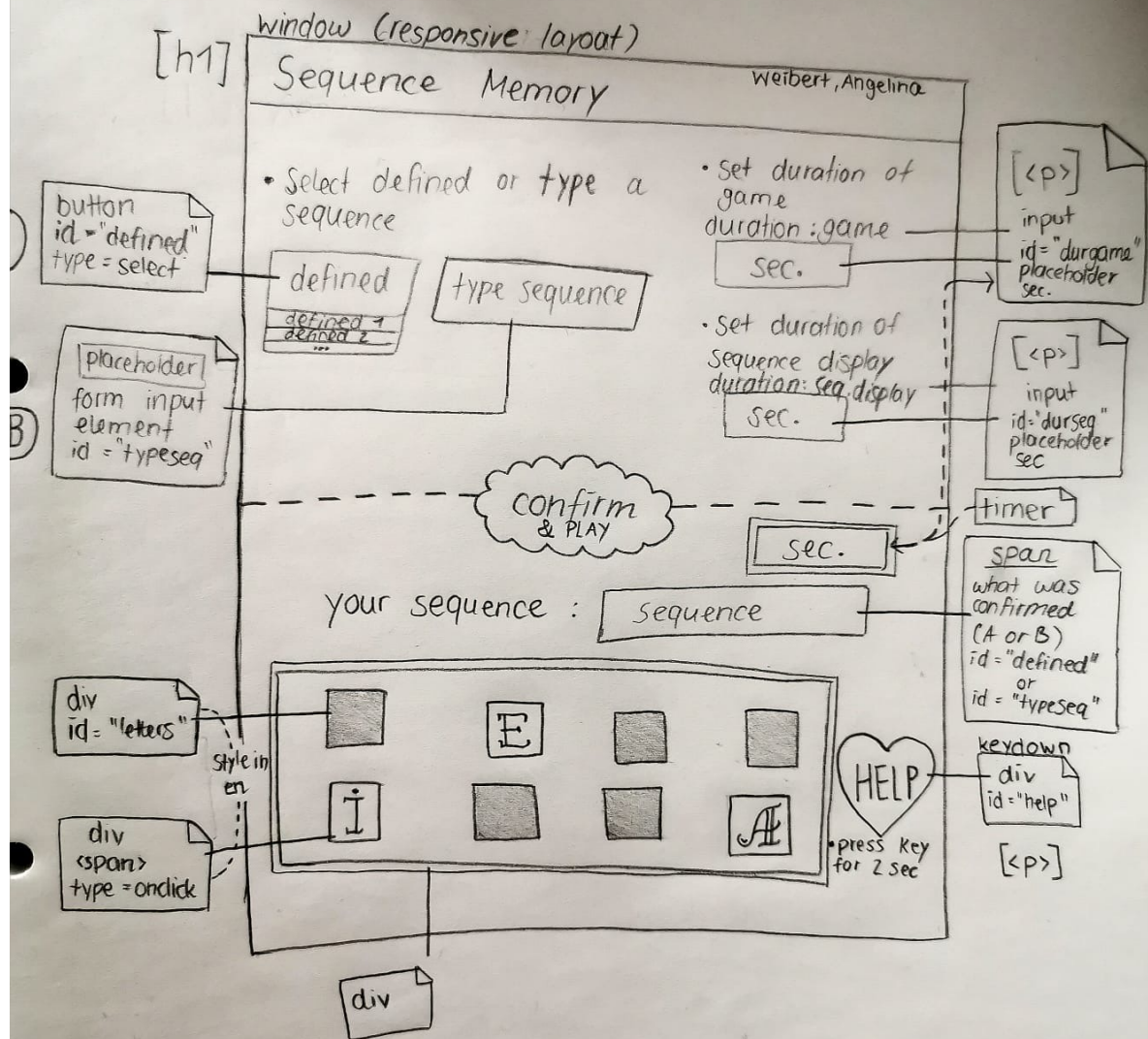


# Use Case Diagram



# Sequence Memory : User Interface

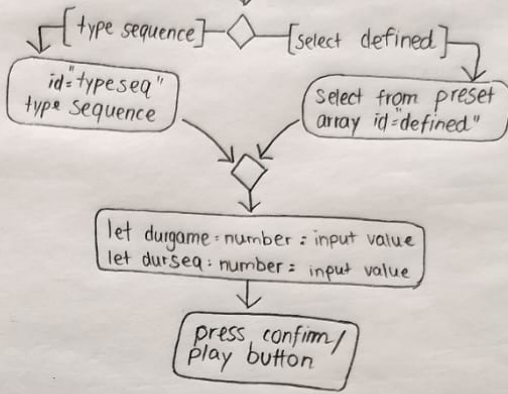
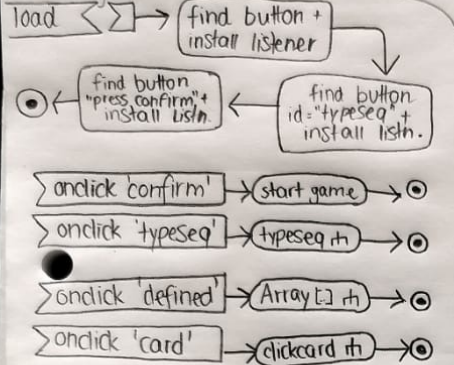


# Sequence Memory

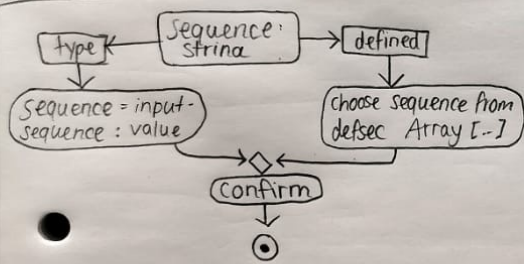
```
let sequences: string[] = ['def1', 'def2', ...];
let sequence: string;
let durgame: number;
let durseq: number;
```

document  
install listener  
for load

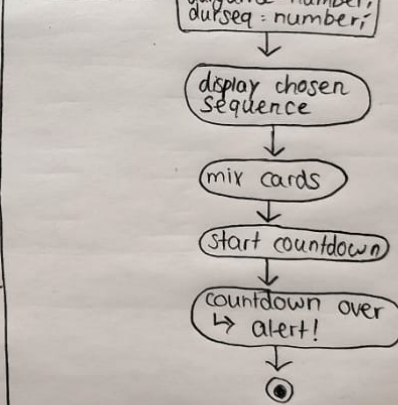
memory



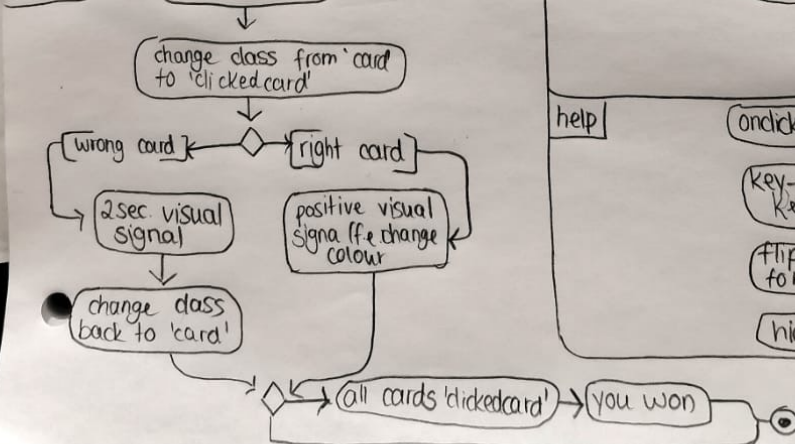
defined or typed sequence



start game



cards



help

