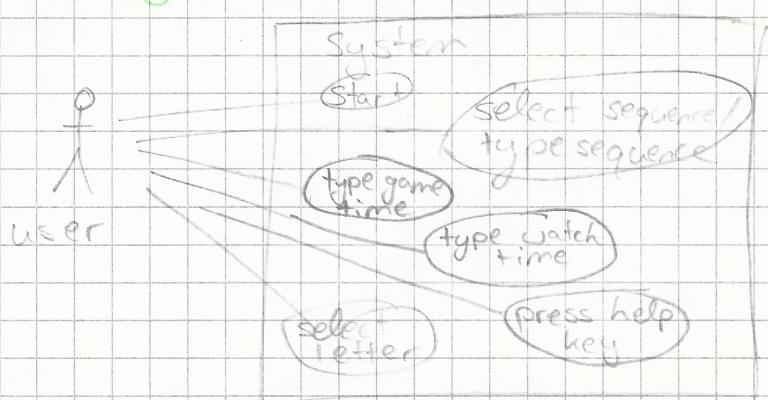


# L02: Sequenzmemory

Anwendungsfalldiagramm:



UI-Skizze:

Sequenzmemory  
type in a word/short phrase and press start or just press start and use a predefined phrase. Also select the time in 45 game seconds → 100s till start → HALLO - Start  
30 s left

<input>  
id: play  
placeholder:  
type: number

press once any key for help

<span>  
>click!  
>keydown  
class: card

<button>  
id: time  
</button>

<p>  
id: help

<button>  
id: start  
id: time  
</button>

document

<input>  
id: startcountdown  
type: number

<div>  
id: solution  
</div>

<div>  
id: gamespace  
</div>

<button>  
id: start  
click

<div>  
id: timer