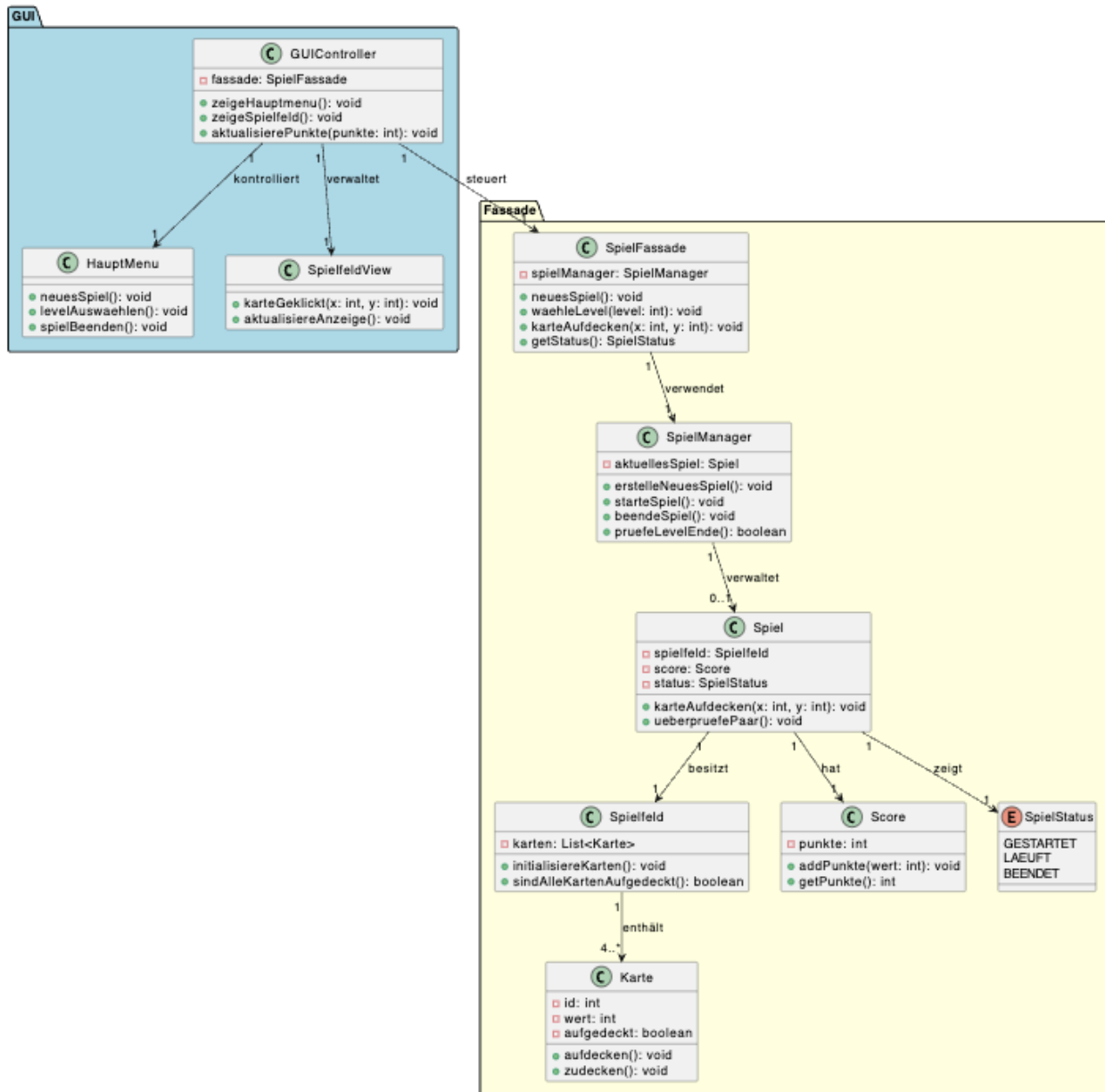
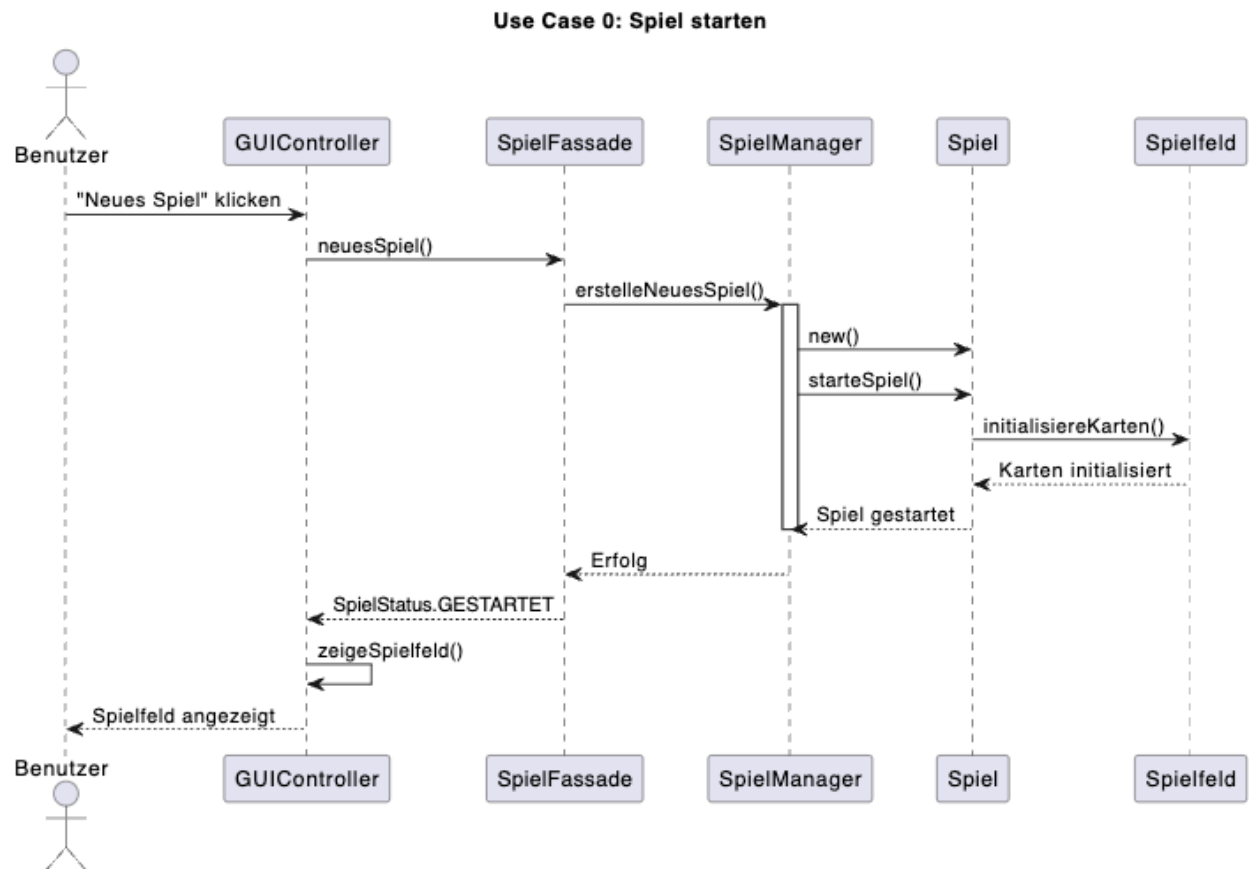


Diagramme:

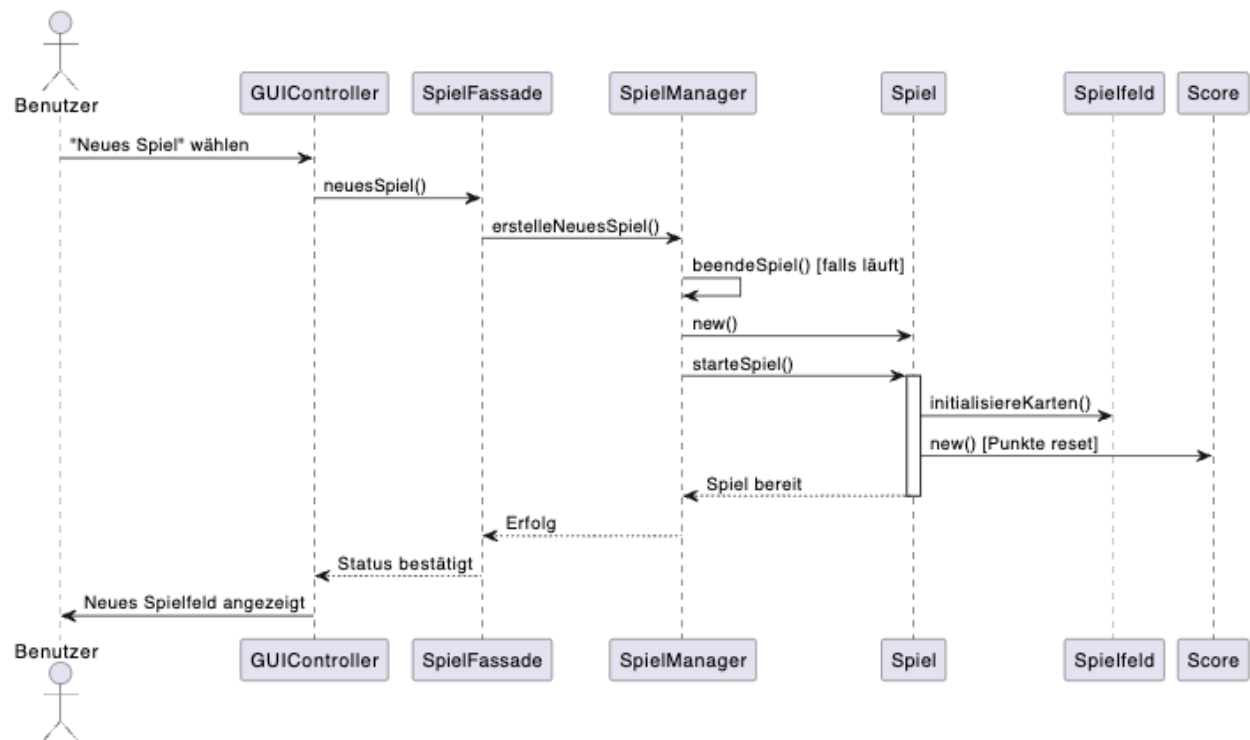
Vereinfachtes Klassendiagramm - Memory Spiel



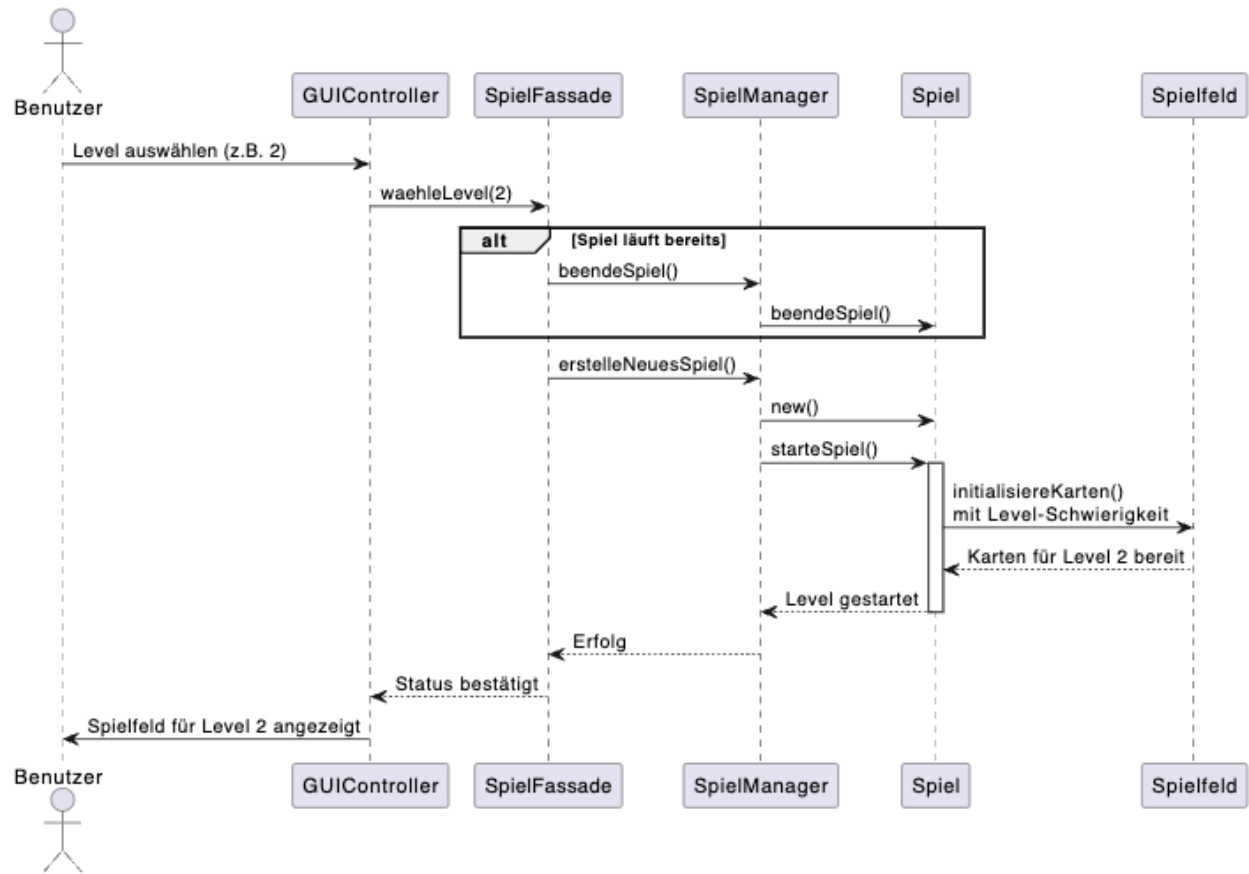
Sequenzdiagramm:



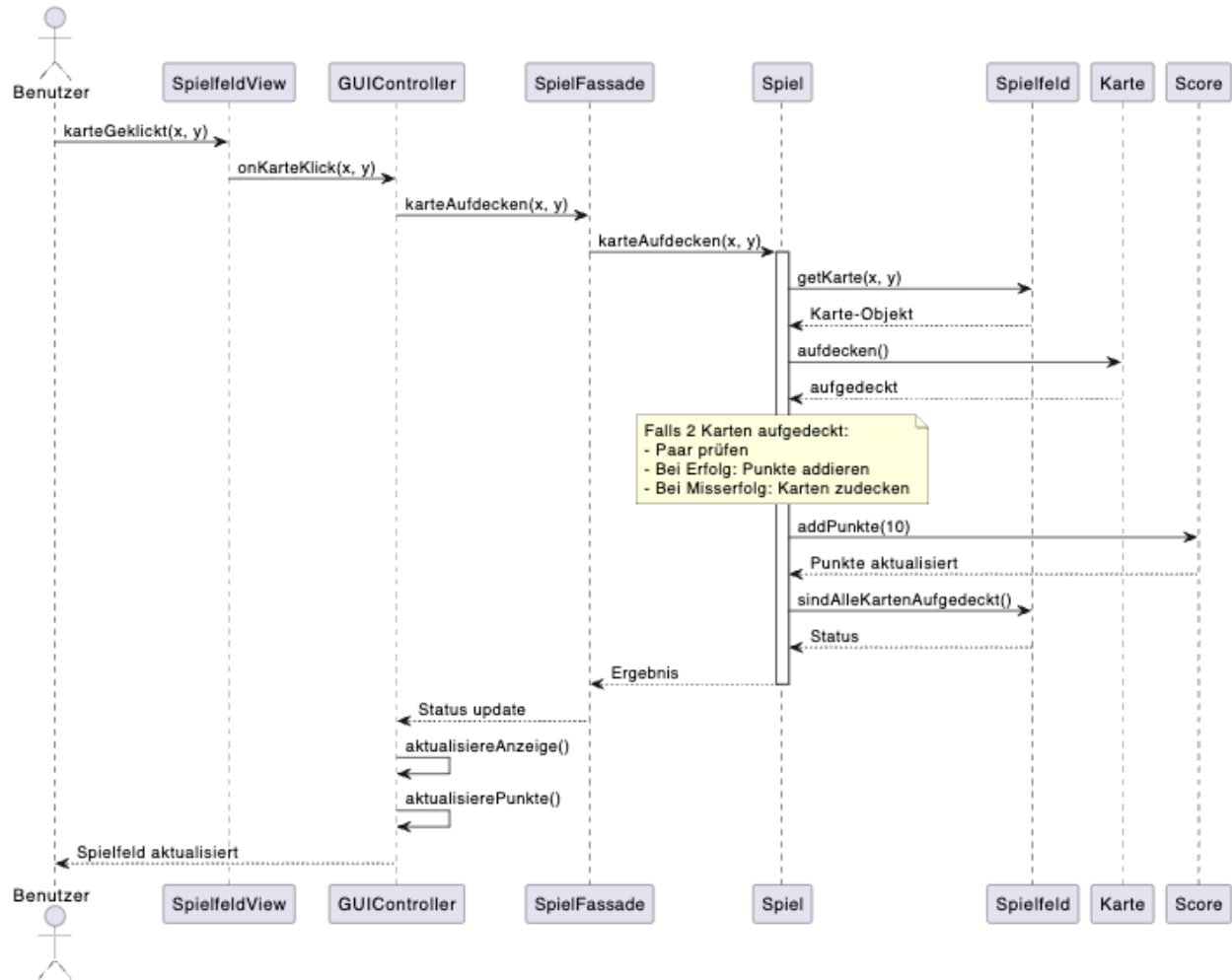
Use Case 1: Neues Spiel beginnen



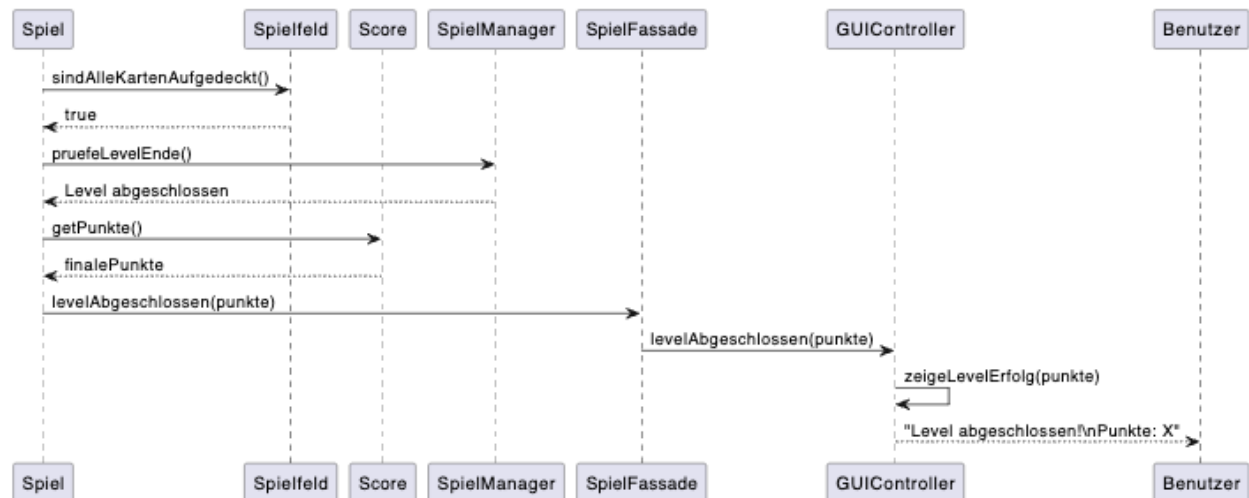
Use Case 2: Level auswählen



Use Case 3: Karte aufdecken



Use Case 4: Level abgeschlossen



Use Case 5: Spielende

