//Flash Cards

var

function setWordList(){

wordlist = language.category.getWords

}

function playGame(){

startTimer();

newRound();

stopTimer();

calcScore();

gotoAndStop("GameOver", "Games");

}

function newRound(){

nextWord();

addEventListener(ENTERPress, onEnterPress);

function onEnterPress{

removeEventListener(ENTERPress);

submitAnswer();

if (wordCount < wordLimit){

newRound();

}

}

}

function submitAnswer(){

if (LCase(inputBox.text) == LCase (getEnglishOf (outputBox.text) ) ) {

correctCount++;

}else{

incorrectCount++;

}

wordCount++;

}

function nextWord(){

currentWord = wordList(wordCount);

outputBox.text = language.fromEnglish(currentWord);

wordCounter.text = wordCount;

}

function calcScores(){

if (playTime < timeBonusLimit){

timeBonus = (timeBonusLimit - playTime) \* 50;

}else{

timeBonus = 0;

}

performanceBonus += correctCount \* 100;

if (difficulty == "Hard"){

performanceBonus -= incorrectCount \* 50;

}

endScore = (completionScore + performanceBonus + timeBonus) \* difficulty.multiplier;

}