



## Steps of execution :

1. Load  $M_{root}$  from JSON file.
2. Draw the vertices at the coordinates predefined in the JSON file.
3. Define an empty  $|V| \times |V|$  matrix in JS. ( $M_t$ ) and initialize with zeros.
4. As the user plays/connects  $(v_i, v_j)$ , set  $M_t(i, j)$  and  $M_t(j, i)$  equal to 1.
5. Calculate total edges  $E = \frac{1}{2} \sum_i \sum_j M_{root}(i, j)$
6. Calculate correct connections as:
  - Compare each index of  $M_{root}$  and  $M_t$
  - If  $M_{root}(i, j) == M_t(i, j)$ , correct++
  - Finally correct/=2
7. Score :  $Correct / E * Score\_base$

# Alphabet training

