

**Alphabet GAME FOR KIDS**

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Contributions:

**Aritra:** Login System, Exception Handling, File Handling. Abstract class.

**Nuzom:** Inheritance, GUI, Encapsulation, Polymorphism, Interface,

DESCRIPTION :

Welcome to the Alphabet Quiz game made for kids. Here, a kid can learn alphabets and words very easily.   
The game will open with a login page where a kid needs to write his/her name and provide us with their age. Then they will be redirected to a menu screen where there will be options to Play, View Scoreboard, Instructions, Reset scoreboard and exit the game. The manual of playing the game is given in the ‘Instruction’ option. When clicked on the ‘Play’ button, easy and attractive words appear with blanks with blanks in between along with all the buttons in the English alphabet. The players have to guess the correct alphabet and get points for it. If the player fails to do so, negative points will be shown on the screen. The hints for the correct word will be provided if wrong answer given. Correct and wrong points will be displayed after each questions answered. The player can view his/her total score after all the questions answered on the Scorecard. The data of the player will then be stored in a file which can be viewed from the ‘View Scoreboard’ option in the menu. There is an option to reset all the data of the games played as well.   
The player can exit to the login portal after each game is finished.

***MOTIVATION:* This is a recreational project based on educational purpose. The project will help kids understand alphabets along with words associated with it. It will help the parents ease their efforts on teaching their children.**

**FEATURES:**

**- Login System**

**- Instruction manual of the game**

**- Scorecard of individual players**

**- Scoreboard of all the games played by players**

**- Reset option to delete all the data of the game**

**- Exit and Back button options .  
  
CLASS DETAILS**

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| **AlphabetGameForKids()** | **Contains the whole game , Jlabel , Jtextfield for answer , rightcounter , left counter and a remarks field(if right answer then right counter++ and remarks ‘right’ and vice versa for wrong answers.** |
| **menu()** | **Contains Jbutton for all the constructors .** |
| **register()** | **Takes user input for name , age and two Jbutton for saving the variables** |
| **User()** | **Contains two instance variables of name and age.** |
| **Questions()** | **Abstract class contains Strings of questions and answers which are instance variables** |
| **Instructions()** | **Contains Jlabels to give instructions for the game** |
| **Scoreboard()** | **Contains binary file input and output** |
| **Scorecard()** | **Gives result for each user on GUI** |

