Main functions I did on each on the following features:

End the game feature:

* Clear all the textboxes in each gridpane.
* Remove all the picture.
* Clear all the labels.
* Clear the radiobuttons selection.
* Disable the Hint button. P.S: I re-enabled it on the startbutton.
* We Still Need to stop Timer. I think David knows better how stop it, I couldn’t figure it out had to move to other features.

Pictures for the bonus:

* Added three picture through Scenebuilder (Placed above each other).
  + You can see the how I showed them in the handleButton() function.
* P.S: This feature only works when you click on the start button.

Changes to the start button:

* Disabling the start button once it get clicked.
* Enabling the End game button & hint button.

Changes to the main:

* Made the At first both Hint and End Game buttons are disabled.

Title:

* Added a title to the Windows, “Jumble Game”.

Hint Feature:

* Showing a one letter in the first textbox each time user click Hint button.
* After using all the number allowed for each level of difficulty of hints, the Hint button will be disabled.
* Text label indicating number of hints left.

Background + Color

* I changed the background picture via the sample.fxml file itself not through scenebuilder.
* Colors changed through Scenebuilder
* Bold through Css
* You can see through the css that I created several styles to make the UI look cool ☺

P.S: For highlighting use this, I already made the orange color ready on the Css “Change it to whatever you like” , Just add this whenever you want to use the highlighting just change tf1 to whatever textbox you want :D >>> **tf1.getStyleClass().add("custom");**