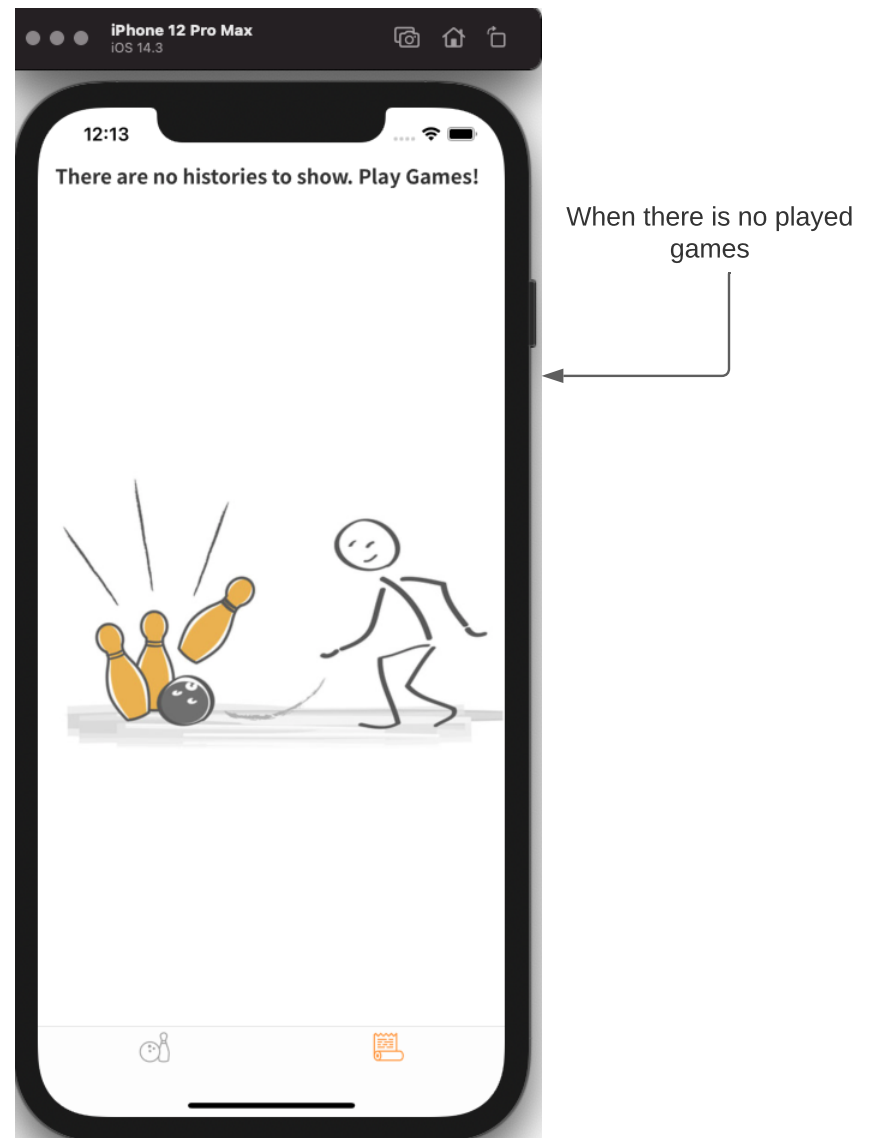
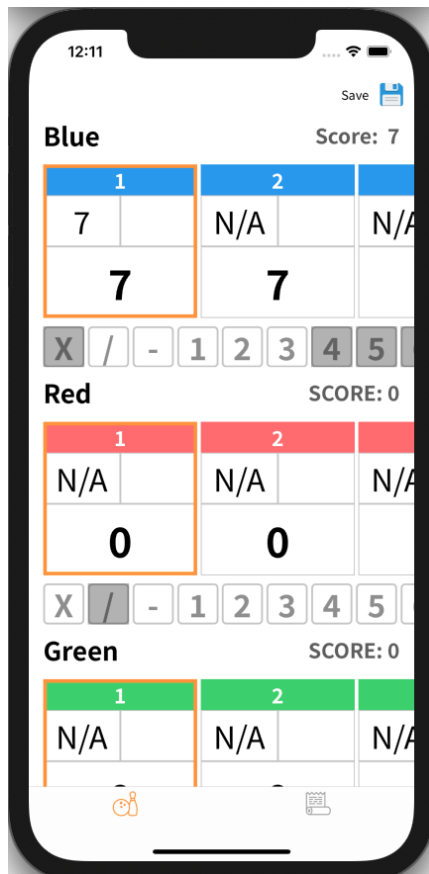


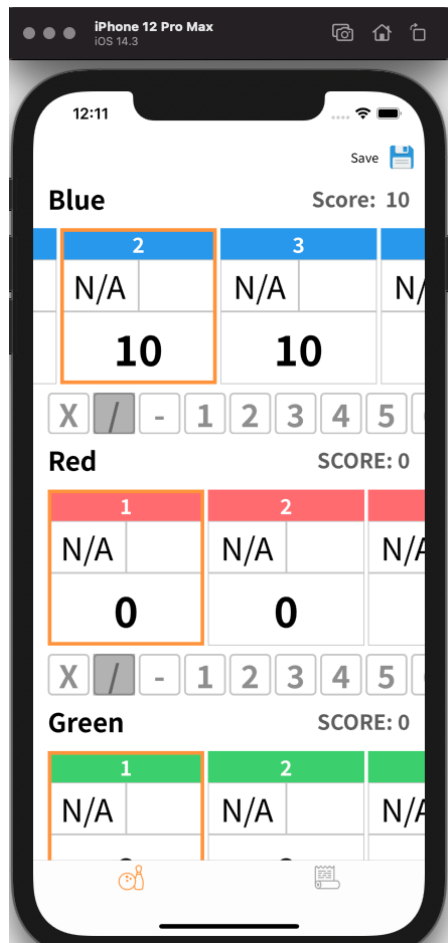
NewGameTab



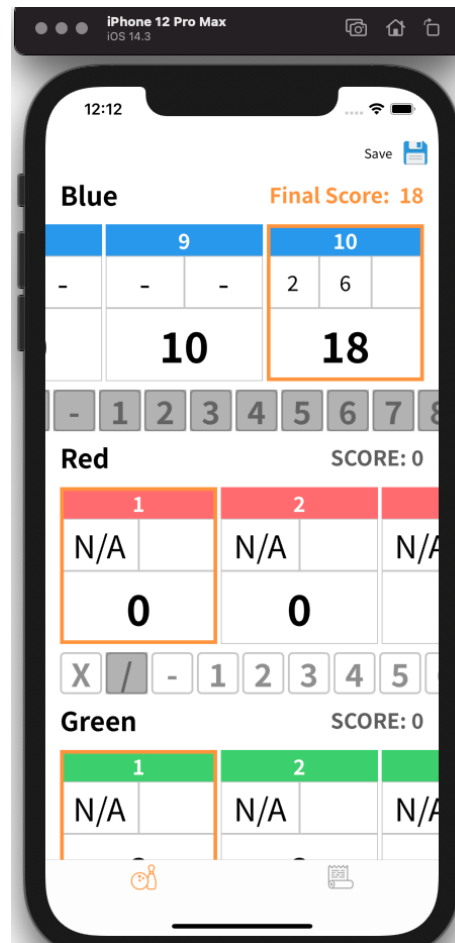
GameHistoryTab



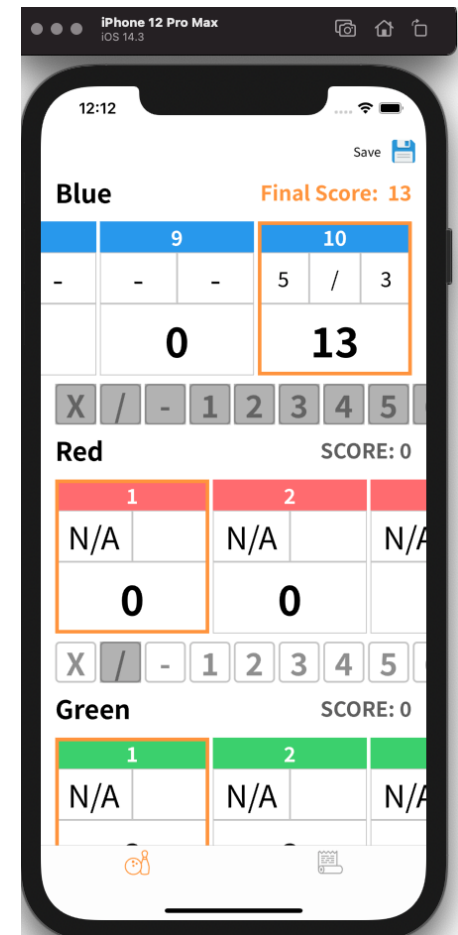
When the user select a trial, it shows next possible trials



After the trails, the collectionview move to next Frarm with Animation

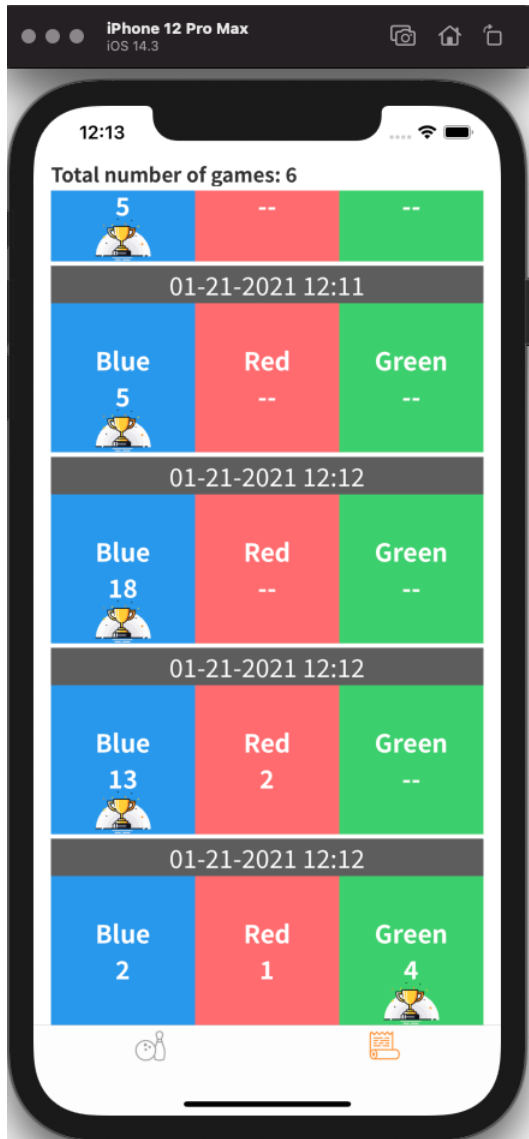


At the last fram, if the score is less than 10 within 2 trials, the game ends



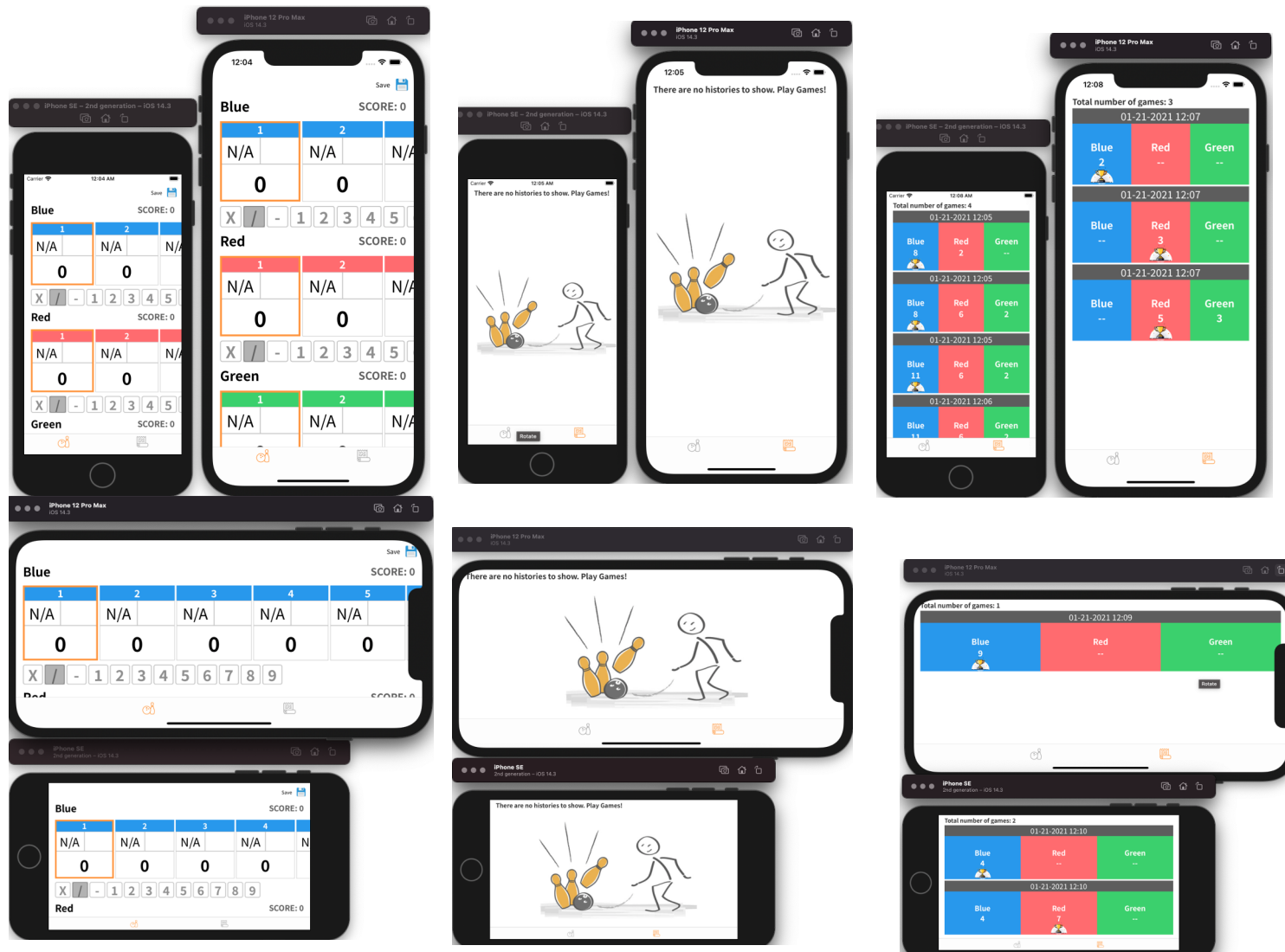
At the last fram, if the score is greater than 10 within 2 trials, it gives bonus trial

When the game is done, All the trials are enabled, and shows the final score

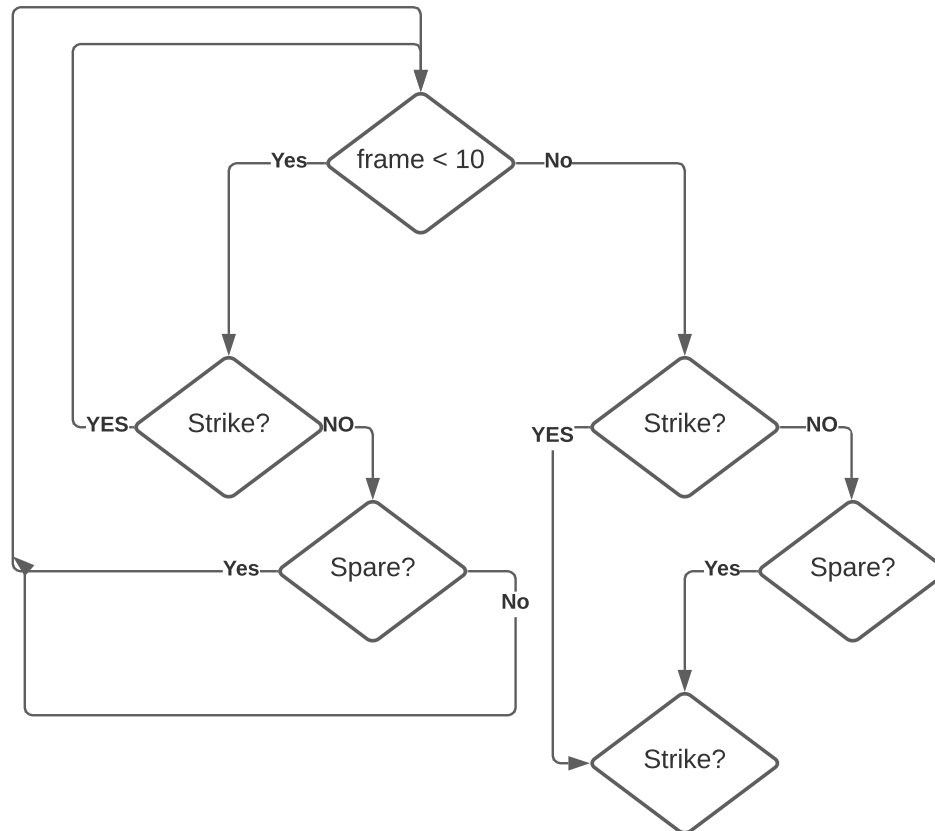


Displays the game history with score, date and the winner

Auto layout



Game class

[illegible]

