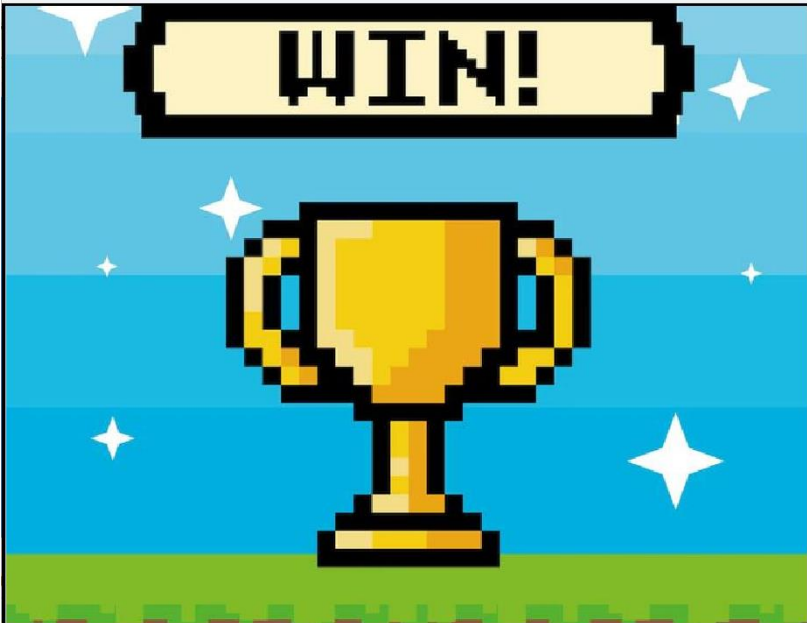


Login Page



A pixel art illustration featuring a large golden trophy with a black outline, set against a blue sky with white stars and a green grassy base. Above the trophy, a yellow banner with a black border contains the word "WIN!" in black, pixelated capital letters.

WELCOME BACK !

UserName

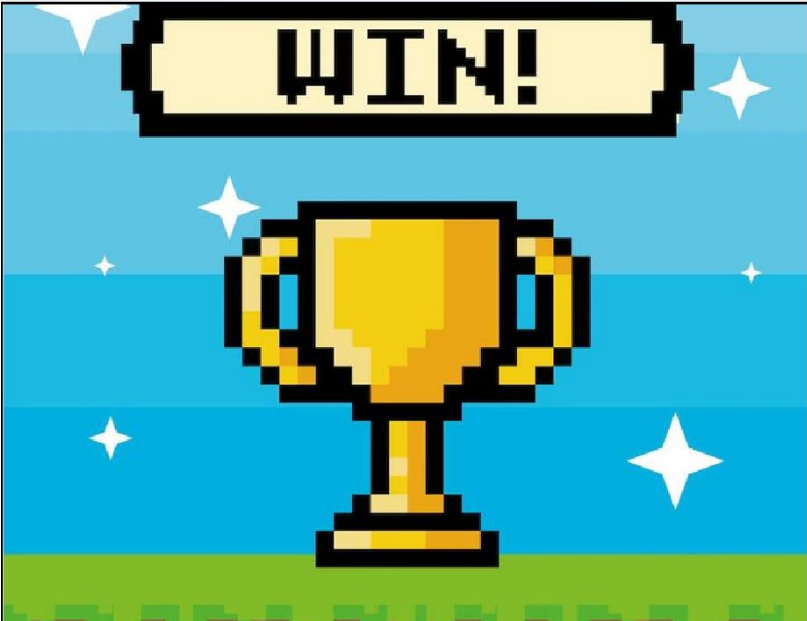
ID

CONTINUE

DON'T HAVE AN ACCOUNT..?

SIGN UP

Sign up Page



A pixel art illustration featuring a large golden trophy with a black outline, set against a blue sky with white stars and a green grassy base. Above the trophy, a yellow banner with a black border contains the word "WIN!" in black, pixelated capital letters.

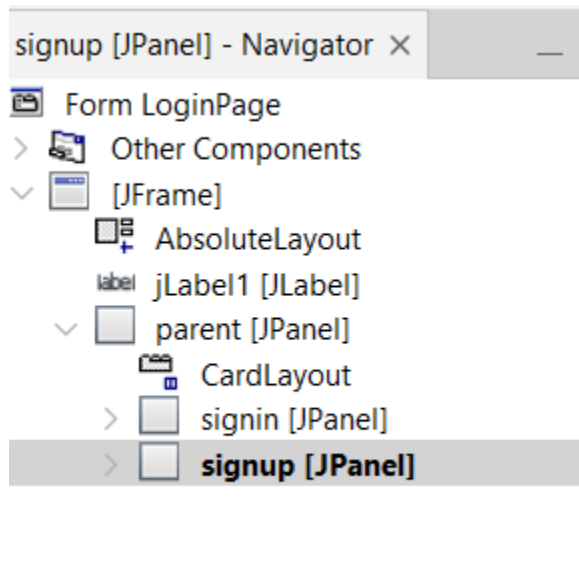
LET'S CREATE YOUR ACCOUNT

UserName

ID

SIGN UP

GO BACK

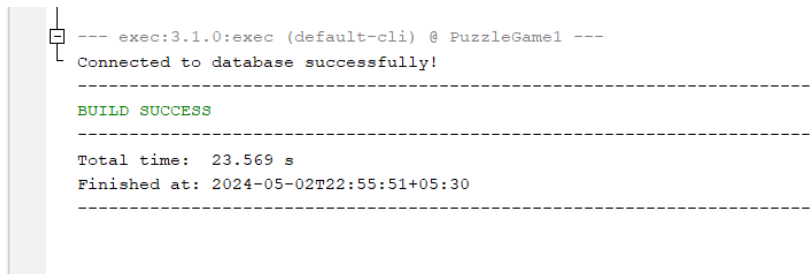


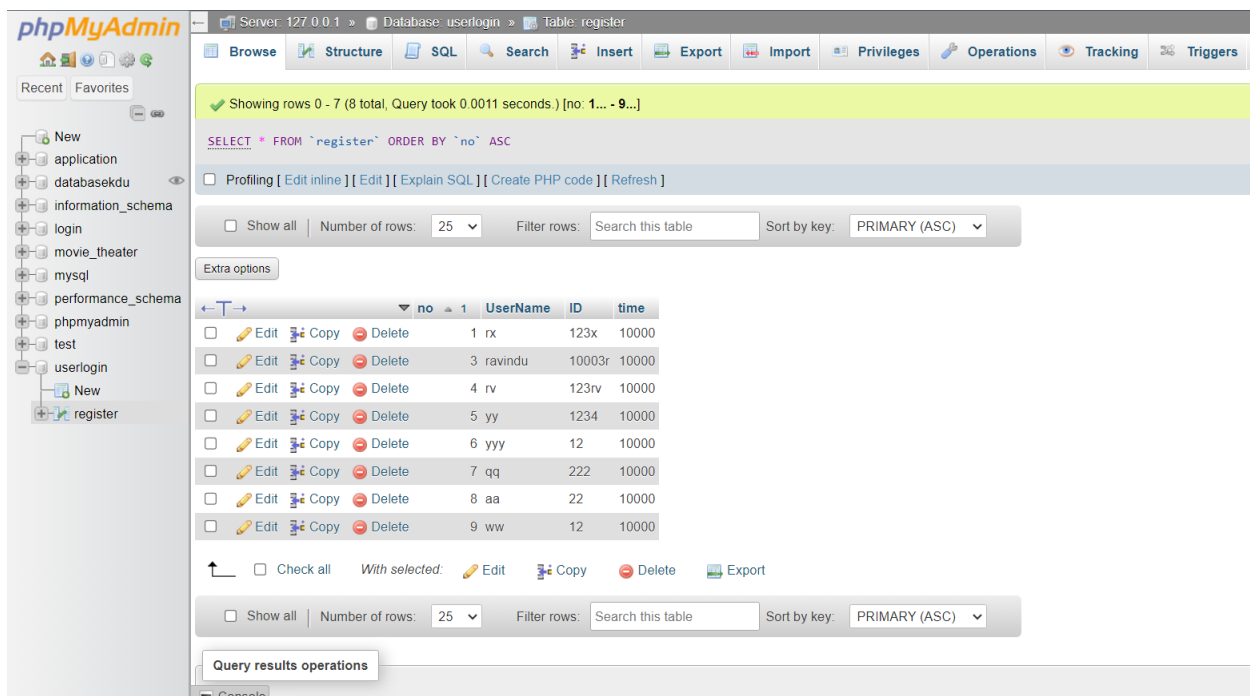
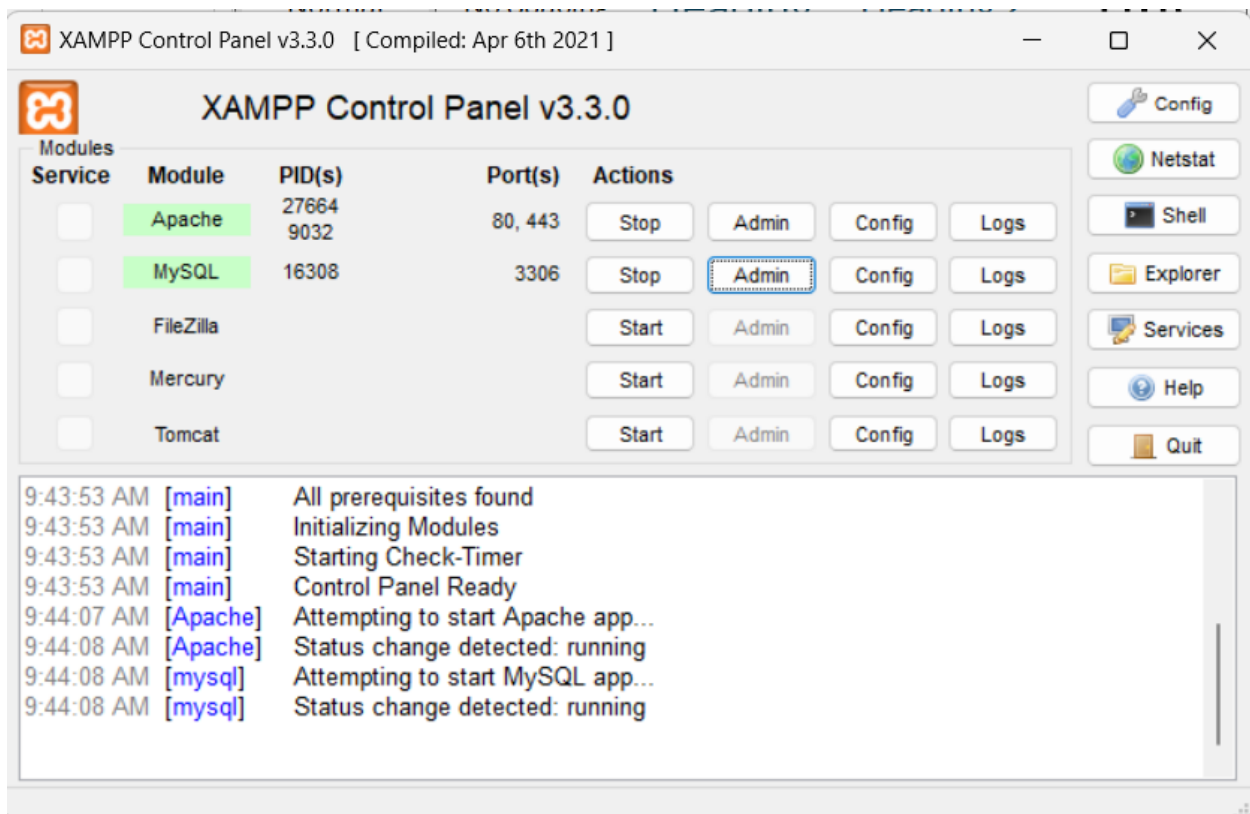
- Used a parent panel to change the same environment for the login and sign up.

Game GUI

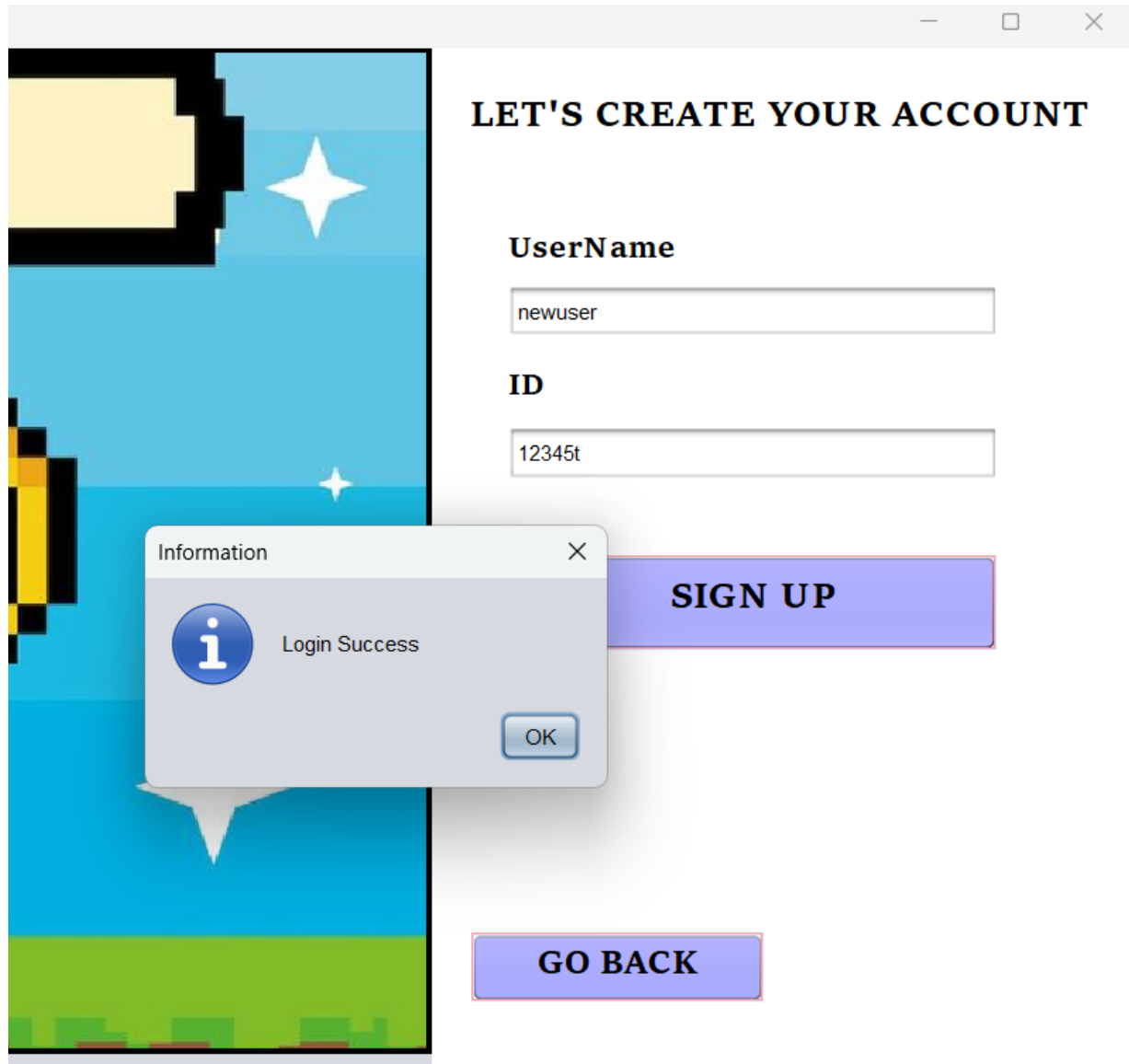


Database connection





Entered data to the sign up.



LET'S CREATE YOUR ACCOUNT


UserName

ID

SIGN UP

GO BACK

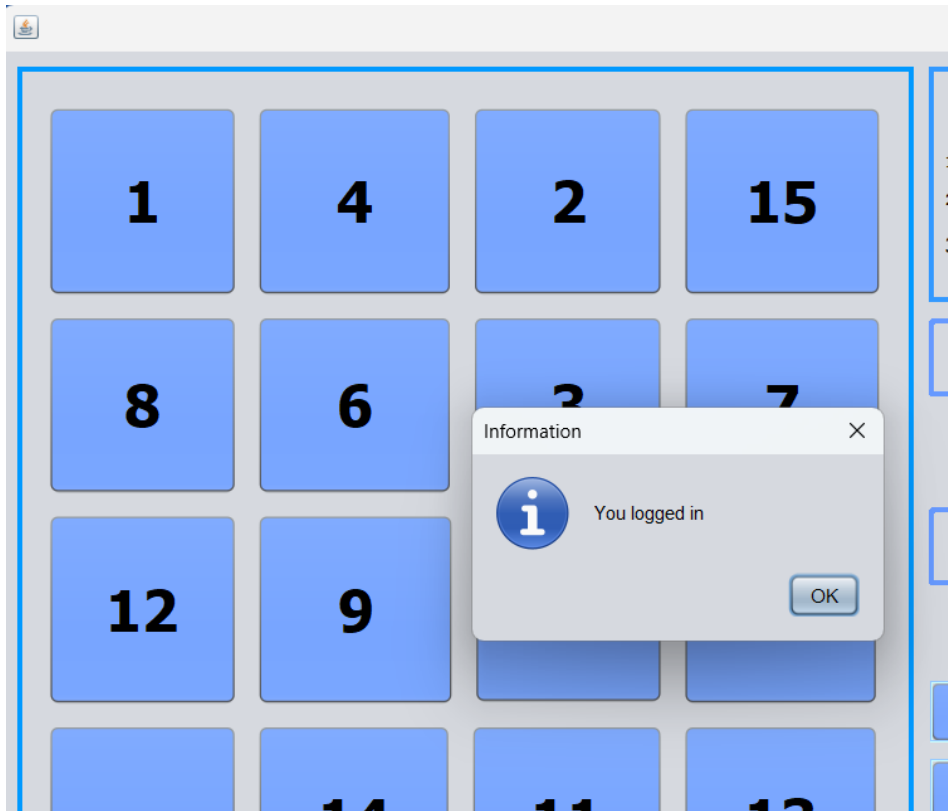
Information

 Login Success

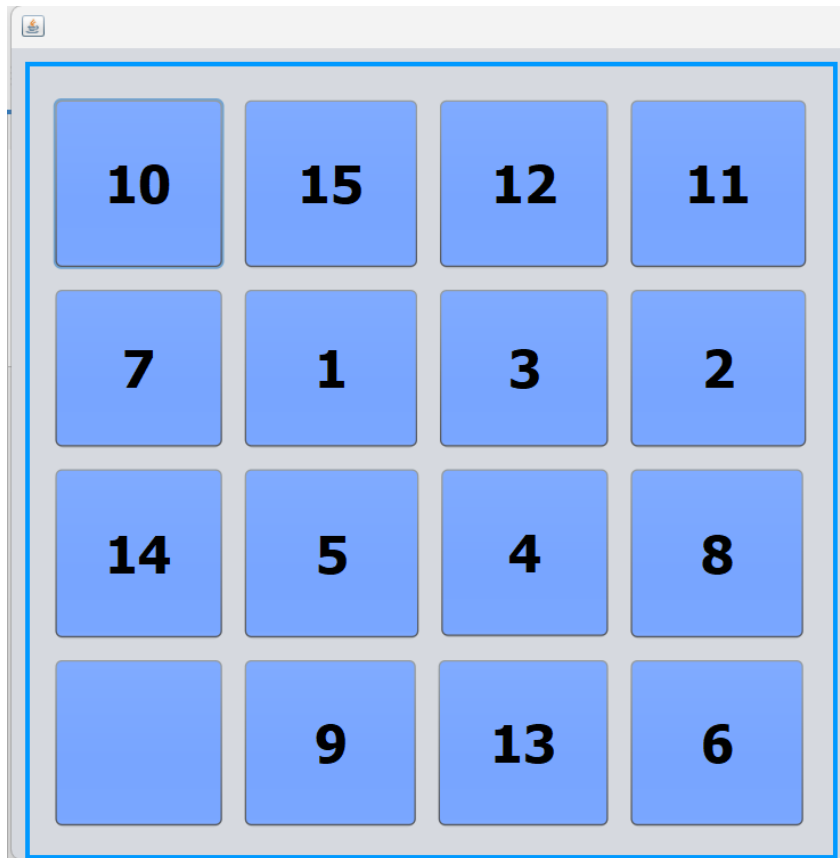
OK

```
--- compiler:3.10.1:compile (default-compile) @ PuzzleGame1 ---  
Changes detected - recompiling the module!  
Compiling 3 source files to C:\Users\ASUS\Desktop\PuzzleGame2\target\classes  
  
--- exec:3.1.0:exec (default-cli) @ PuzzleGame1 ---  
Connected to database successfully!  
Data inserted successfully!
```

Entered that new user to the login



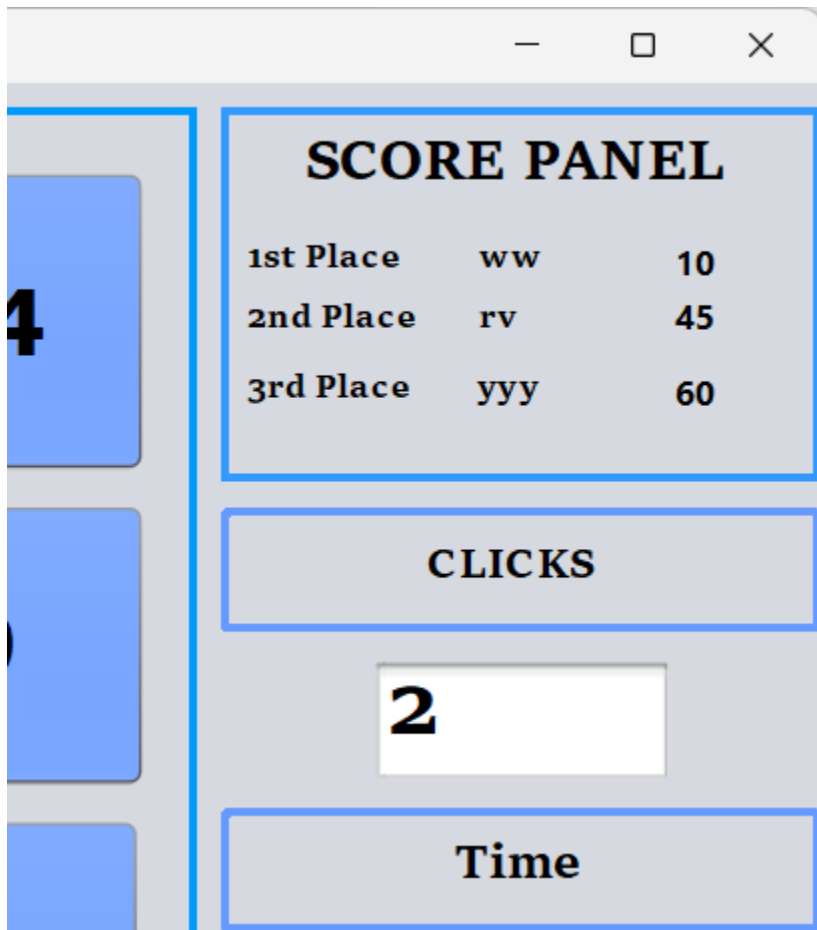
Shuffled tiles when logged in



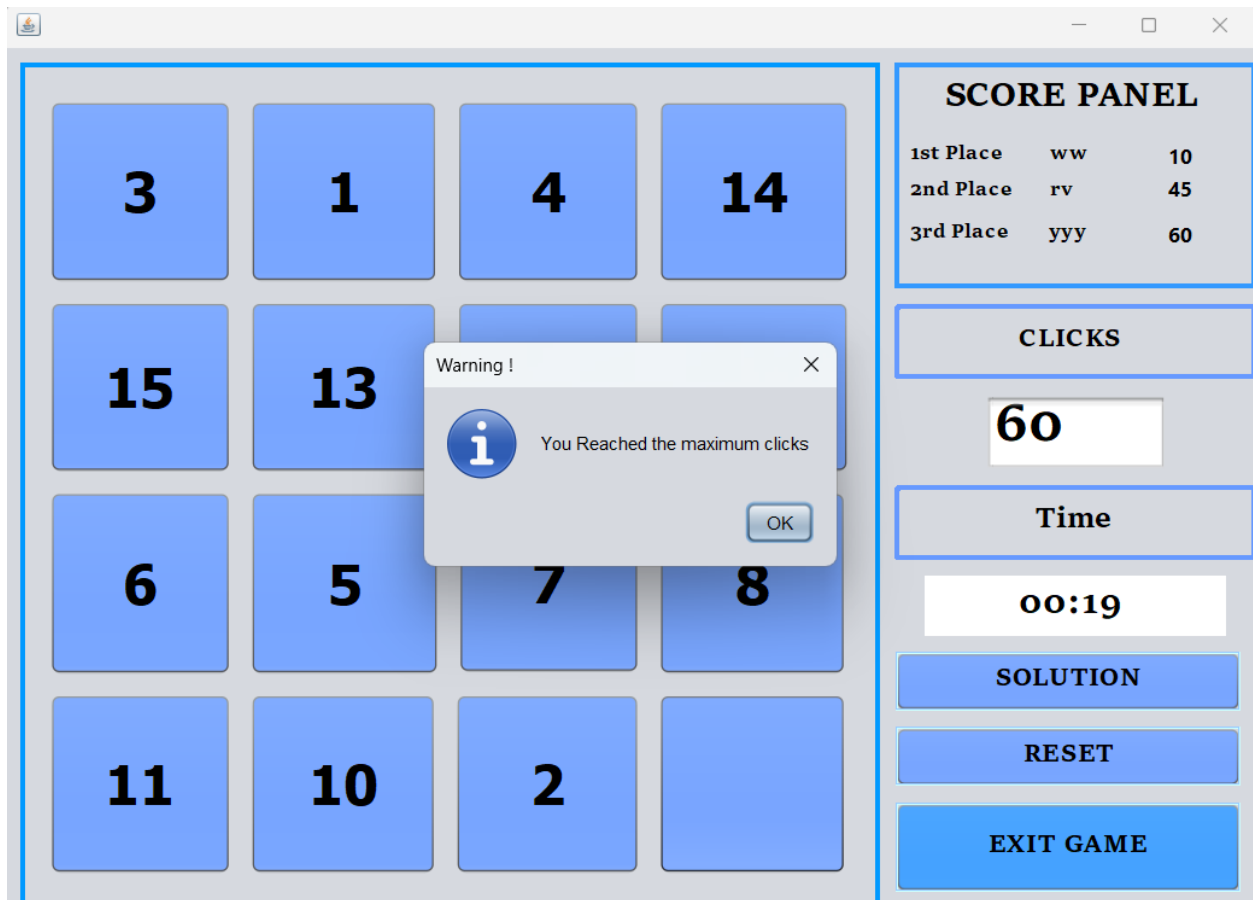
After clicked exit



High score board depending on the time.



When you reached to the maximum clicks = 60



Time limit set to 01 minutes and when you reached to the maximum time limit.

