

# File Formats

Math-Match Up is designed as a fixed structure for the account names, the scores for high scores, the gameplay and more features. Considering this, either JSON or CSV files will be viable to store data for this game. Jackson Library is an external library that will be used to handle the files; Jackson Library will be used to parse, generate and serialize JSON data since the Library provides a high-processing JSON generator. These annotations tell Jackson how to convert our Java objects into JSON format and vice versa. So, the structure of the JSON file will look a lot like our Java classes.

[blocked URL](#)

Here's an example of the HighScoreTable.json file above. The structure of the files may change when dealing with the game further on.

Data Storage Table

| Math Match-Up        | Order | Data Elements                                                                                                                                   | File Type              |
|----------------------|-------|-------------------------------------------------------------------------------------------------------------------------------------------------|------------------------|
| Main Menu            | 1     | JSON file for menu options, sub-menus folder consisting of each menu, User Interface, Settings, recent saves, new game, last login and tutorial | JSON                   |
| Player Data          | 2     | Username of player, username Player scores/ high levels and average time                                                                        | JSON (Jackson Library) |
| Instructor Dashboard | 3     | Attempts per level, Timed record and Current level for a new account                                                                            | JSON                   |