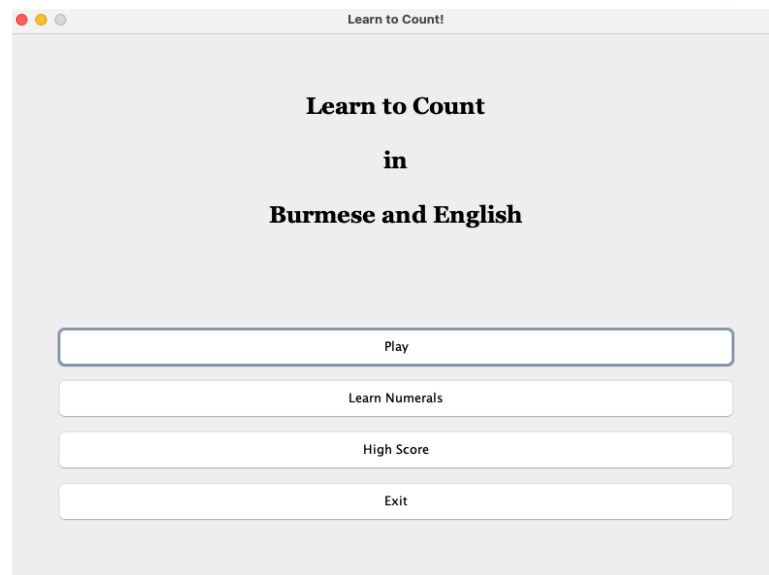Project Title: Learn to Count in Burmese and English
Course: CS-GY 9053 Final Project
Developer: Su
NetID:

How To Run:

1) To execute this project correctly, you must have JDK and Javafx installed and you also need sqlite-jdbc-3.30.1.jar include in the project library.
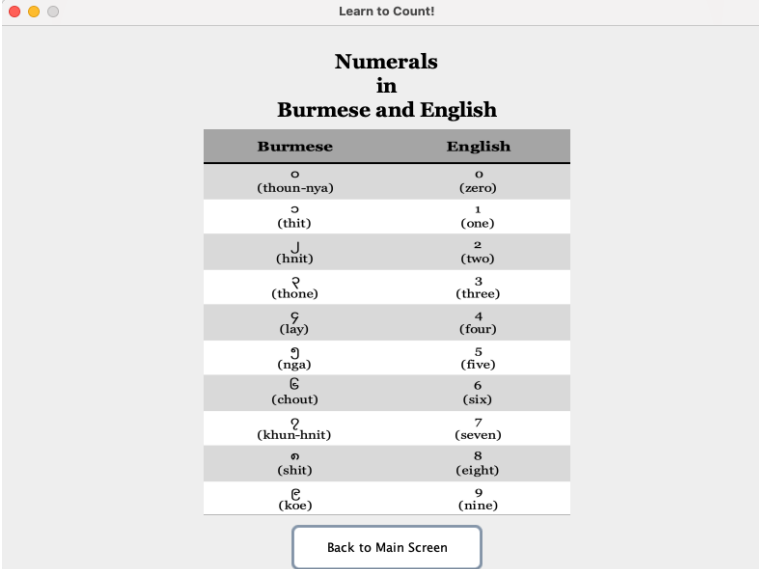2) Run the MainScreen.java to start the application

Features:

1) Main Menu Screen

This screen includes navigation buttons to take to the play screen, learn screen, and high score screen. It also includes the Exit button to exit from the program.
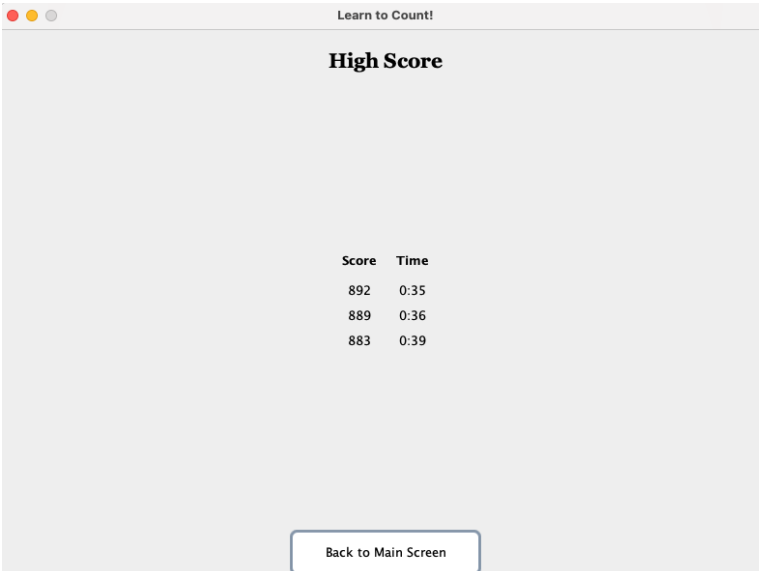
2) Learn Numerals Screen

This screen includes the Back to Main Menu button to be able to back to the main menu screen and a side-by-side comparison of numerals in Burmese and English.
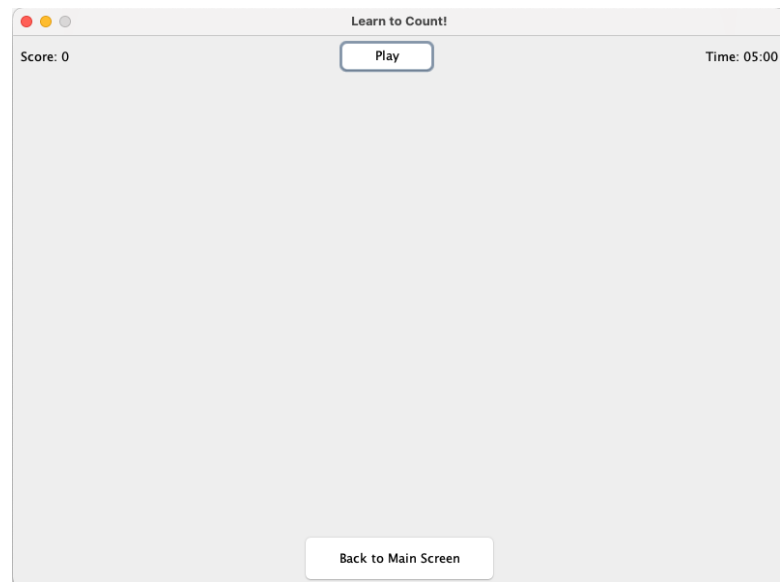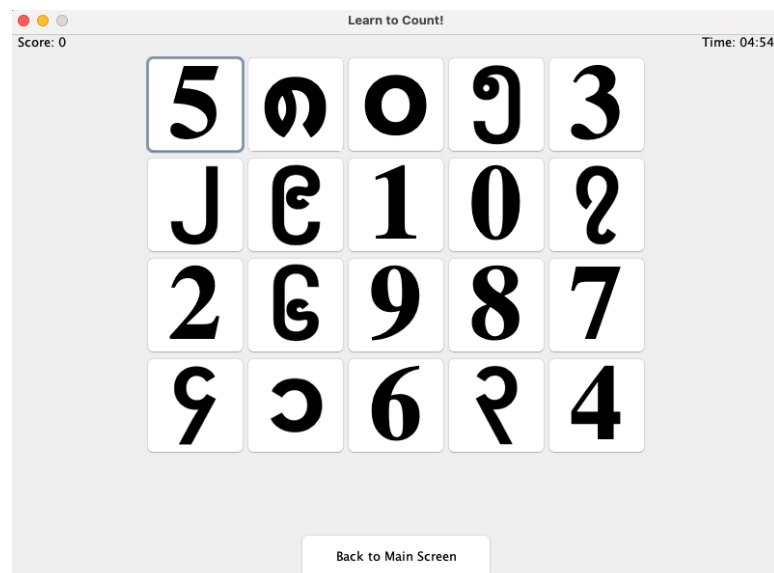
3) High Score Screen

The high score screen includes a high score table and the Back to Main Menu button. The program retrieved the high score from the database and displays them in descending order - highest to lowest.
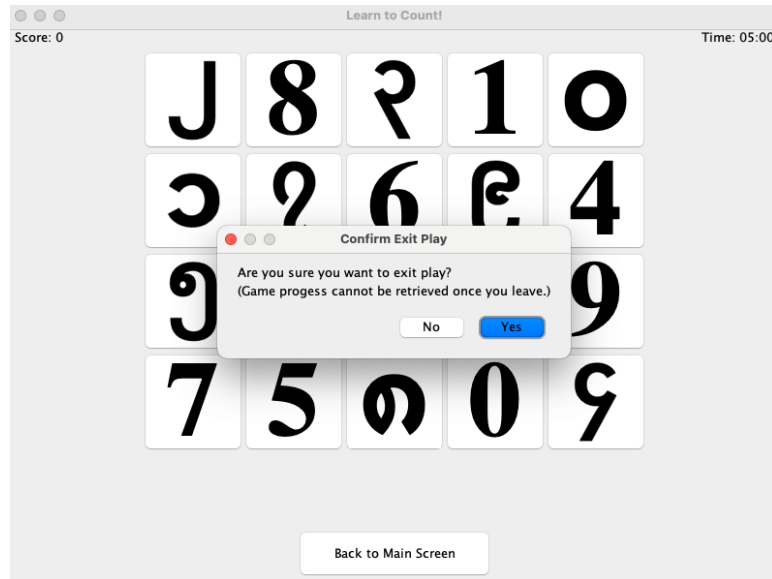
4) Play Screen

The play screen includes the Play button, Back to Main Menu button, a timer, score and a game board.

The program shuffles all 20 images (both English numerals and Burmese numerals) and displays them on the game board. The user selects the correct pair of numeral images within the given time. The timer starts once the user click play button on the play screen.

When the user clicks the Back to Main Menu button, the timer stops and the confirmation dialog box appears on the screen. If the user chooses "Yes", they lose all the progress since we are not saving the game progress. If the user chooses "No", the timer resume and they could keep playing the game.

Winning and Losing situation:

The user must select all pairs of numerals on the game board to win the game. The score is calculated based on the match and the time they finish the game. User get 10 point for every pair of match. If user could finish the game within the time, they will get extra points. We multiplied the remaining time with 3. We are saving the winning scores in the database.

If users could not finish within the time, they lost the game. If user select unmatched item, they will get deduct 0.5 from their existing score. If the score reached below 0 due to unmatched, they lost the game.