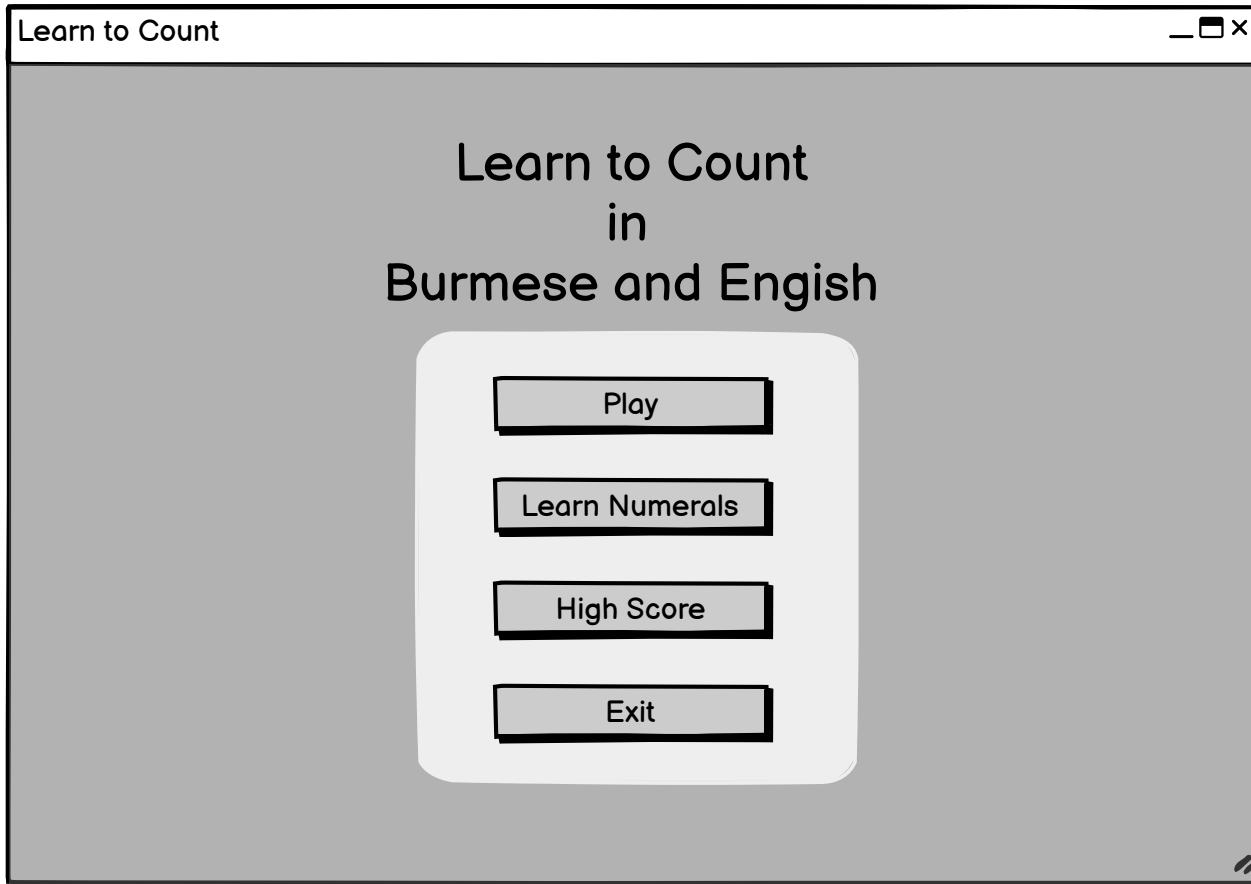
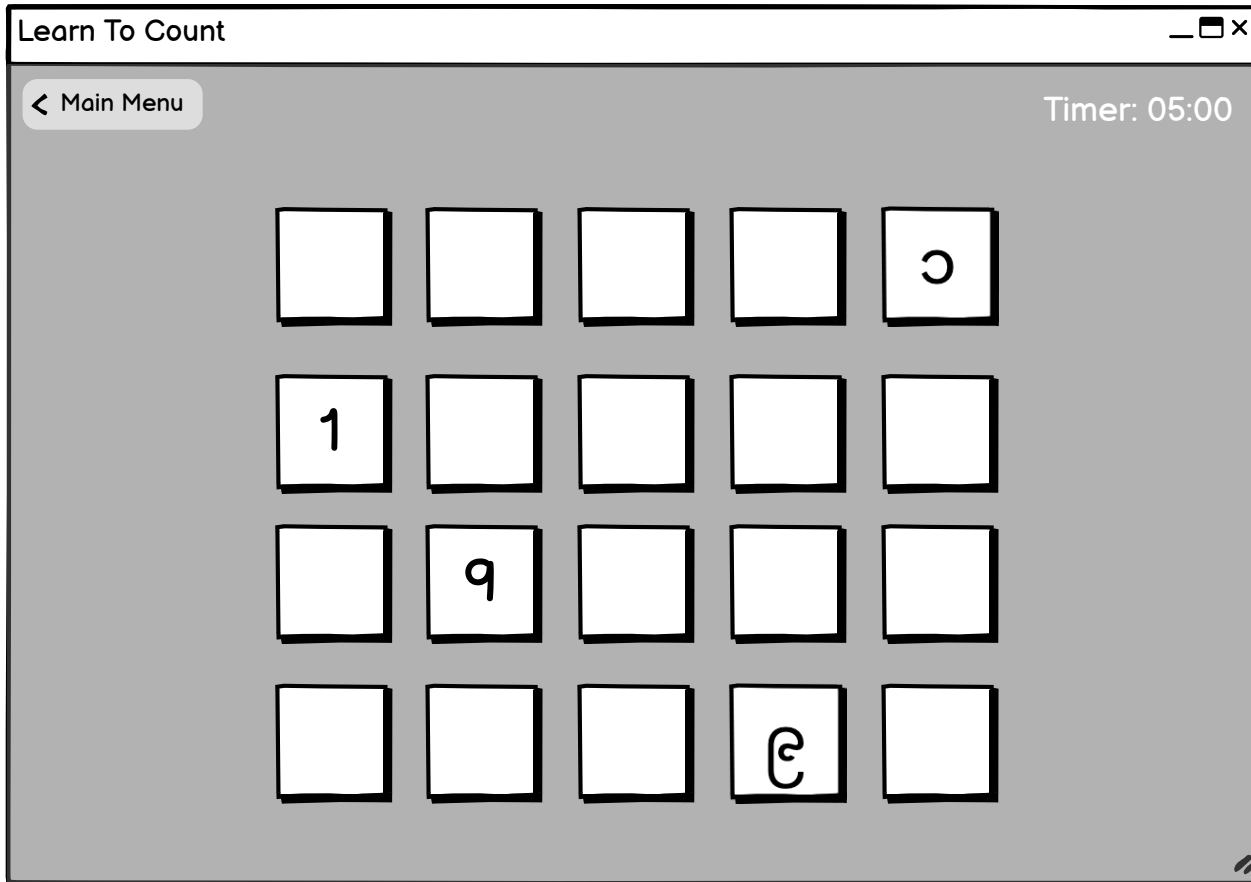


Main Menu



Main Menu Screen

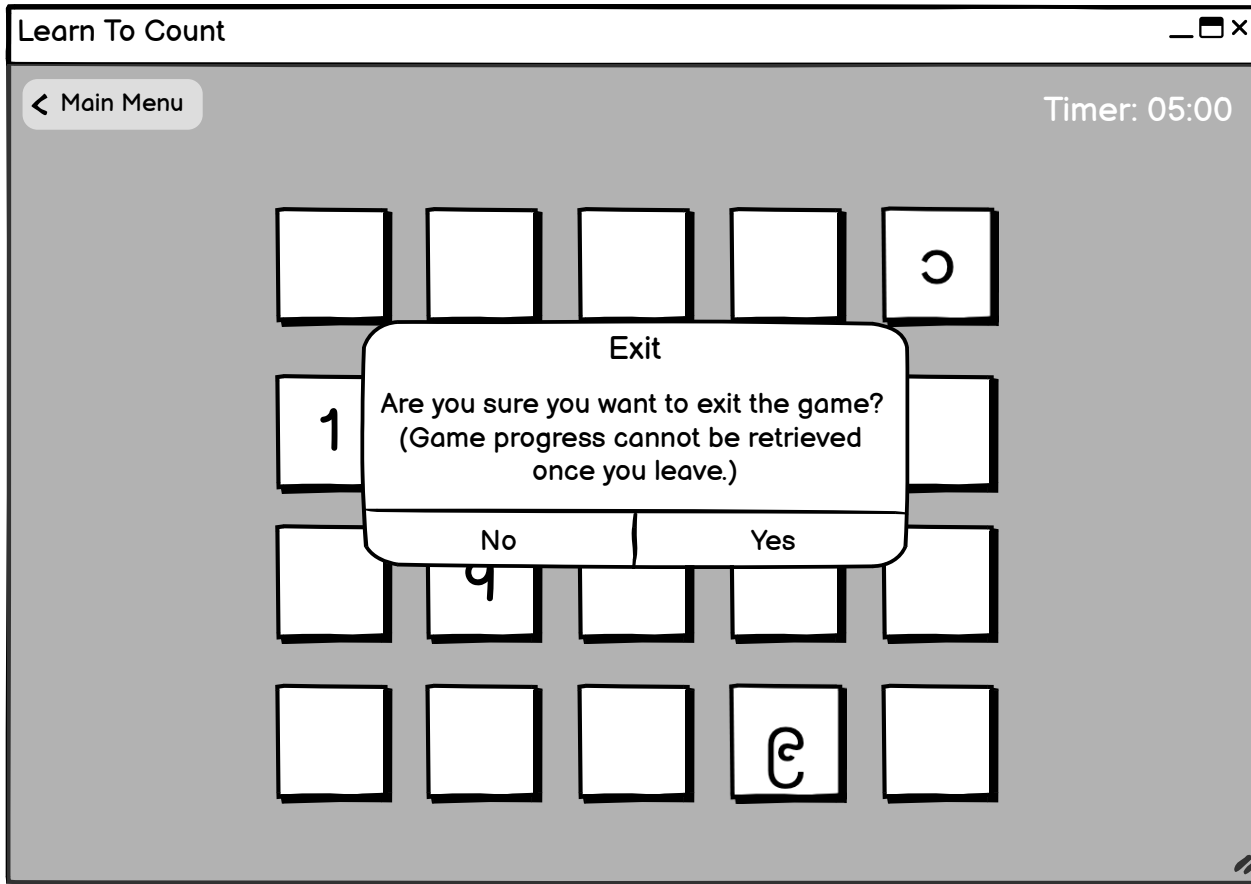
- This screen includes navigation buttons to take to the play screen, learn screen, and high score screen.
- It also includes the Exit button to exit from the program.
- User get a confirmation dialog box when they click the Exit button.



Play Screen

- The timer starts once the user is on this screen.
- The program shuffles all 20 images and displays them on the play screen. The user selects the correct pair of numerals within the given time.
- The user must have to select all pairs of numerals on the game board to win the game. If users could not finish within the time, they lost the game. The score is calculated based on the time they finish the game. We are going to save the winning users' scores in the database.

confirmation



Play Screen

- We are not saving game progress.
- So, if the user chooses "Yes", they lose all the progress.
- If the user chooses "No", they could keep playing the game.

Learn Numerals

Learn To Count

< Main Menu

Numerals in Burmese and English

Burmese	English
၁ (thit)	1 (one)
၂ (nhit)	2 (two)
၃	3
၄	4
၅	5
၆	6
၇	7
၈	8
၉	9
၀	0

Learn Numerals Screen

- This screen provides the side-by-side comparison of Numerals in Burmese and English.

High Score

Learn To Count

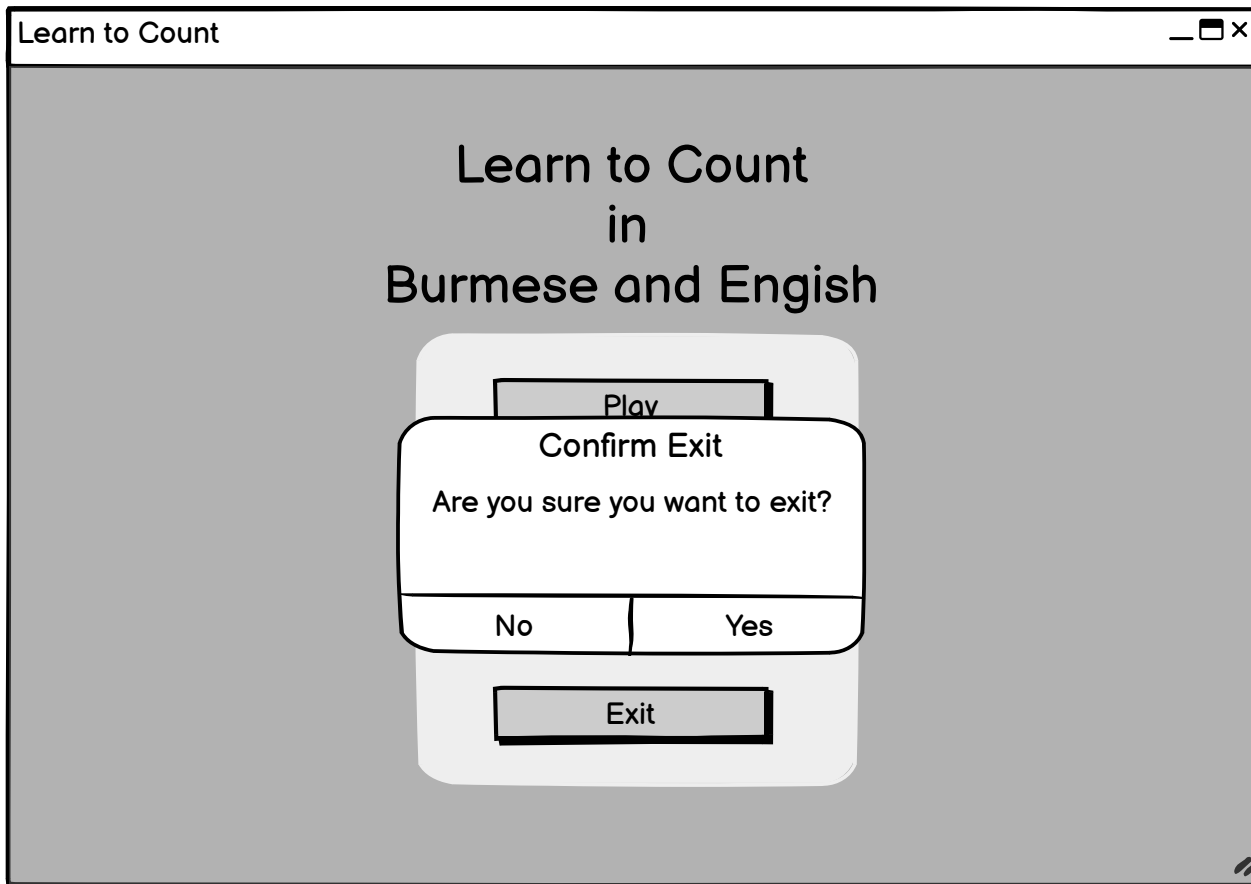
< Main Menu

High Score

Score	Time
500	3:00
x	x
x	x
x	x
x	x
200	3:45
x	x
x	x

High Score Screen

- We are going to save the winning users' scores and display those scores in descending order based on scores.



Main Menu Screen

- This screen includes navigation buttons to the play screen, learn screen, and high score screen.
- It also includes the Exit button to exit from the program.
- User get a confirmation dialog box when they click the Exit button.