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| --- | --- |
| Name (optional) | Theo Dawson |
| Yr. lvl | 10 |

**Math questions**

Please rank each of the questions below with a number from 1-10 (1 being the easiest, 10 being the hardest). You can use each number more than once.

|  |  |  |
| --- | --- | --- |
| Question | Time limit (if any) | Your ranking |
| 6 + 7 |  |  |
| 6 + 7 | 5sec | 1 |
| 7 – 4 |  |  |
| 7 – 4 | 5sec | 1 |
| 4 – 8 |  |  |
| 4 – 8 | 5sec | 1 |
| 7 \* 8 |  |  |
| 7 \* 8 | 5sec | 3 |
| 8 / 4 |  |  |
| 8 / 4 | 5sec | 2 |
| 45 + 76 |  |  |
| 45 + 76 | 5sec | 3 |
| 45 + 76 | 10sec | 1 |
| 56 – 29 |  |  |
| 56 – 29 | 5sec | 3 |
| 56 – 29 | 10sec | 1 |
| 18 + 61 |  |  |
| 18 + 61 | 5sec | 3 |
| 18 + 61 | 10sec | 2 |
| 9 \* 23 |  |  |
| 9 \* 23 | 10sec | 5 |
| 9 \* 23 | 15sec | 3 |
| 55 \* 12 |  |  |
| 55 \* 12 | 10sec | 4 |
| 55 \* 12 | 15sec | 2 |
| 23 \* 5 |  |  |
| 23 \* 5 | 10sec | 3 |
| 23 \* 5 | 15sec | 1 |
| 235 + 956 |  |  |
| 235 + 956 | 10sec | 3 |
| 235 + 956 | 15sec | 1 |
| 825 - 713 |  |  |
| 825 – 713 | 10sec | 2 |
| 825 - 713 | 10sec | 2 |
| 3z + 4 = 16 |  |  |
| 3z + 4 = 16 | 10sec | 1 |
| (17z / 2) + 3 = 20 |  |  |
| (17z / 2) + 3 = 20 | 10sec | 3 |
| (17z / 2) + 3 = 20 | 15sec | 2 |
| 12z – 4 + 3z = 71 |  |  |
| 12z – 4 + 3z = 71 | 10sec | 6 |
| 12z – 4 + 3z = 71 | 15sec | 4 |
| 3z2 – 12z + 12 = 0 |  |  |
| 3z2 – 12z + 12 = 0 | 10sec | 7 |
| 3z2 – 12z + 12 = 0 | 15sec | 5 |
| 2z2 + 16z + 30 = 0 |  |  |
| 2z2 + 16z + 30 = 0 | 10sec | 8 |
| 2z2 + 16z + 30 = 0 | 15sec | 6 |
| Given a right angle triangle, find the value of the longest side if the other two sides have values: 3 and 4. |  |  |
| Given a right angle triangle, find the value of the longest side if the other two sides have values: 3 and 4. | 5 sec | 5 |
| Given a right angle triangle, find the value of the longest side if the other two sides have values: 3 and 4. | 10sec | 3 |
| Given an Isosceles triangle, if two angles are 49, and 82 degrees, find the last angle. |  |  |
| Given an Isosceles triangle, if two angles are 49, and 82 degrees, find the last angle. | 5sec | 6 |
| Given an Isosceles triangle, if two angles are 49, and 82 degrees, find the last angle. | 10sec | 3 |
| 8z + 2y = 46  7z + 3y = 47 |  |  |
| 8z + 2y = 46  7z + 3y = 47 | 5sec | 8 |
| 8z + 2y = 46  7z + 3y = 47 | 10sec | 6 |
| 4z + y = 7  3z + 2y = 9 |  |  |
| 4z + y = 7  3z + 2y = 9 | 5sec | 9 |
| 4z + y = 7  3z + 2y = 9 | 10sec | 7 |
| y = 4z + 3  3z + y = 17 |  |  |
| y = 4z + 3  3z + y = 17 | 5sec | 10 |
| y = 4z + 3  3z + y = 17 | 10sec | 8 |

Any comments?

: what age are you aiming at? some of those might be a bit to hard for the average year seven?

**Possible layouts**

Please choose a layout for each of the screens that you like the best/think are the best and put the corresponding number in the table below, along with any comments of why you chose it.

Main menu

A picture containing text

Description automatically generated

Graphical user interface

Description automatically generated

A picture containing text, sign

Description automatically generated

Results

Table

Description automatically generated with medium confidence

Table

Description automatically generated

1. Or not a table?

|  |  |  |
| --- | --- | --- |
| Part of game | Layout you think is best | Comments |
| Main menu | No. 2 | Aesthetically most pleasing, maybe without the wolf bit? |
| Result | No. 1 | Makes it look more official |

**Description of how the game works**

Please decide which one of the game descriptions you understand the most/ think is the easiest to understand/think is best

1. Do math, and gamble for points! Win ASCII trophies! Flex on your friends! 10 levels of difficulty! Set a gamble, for double or nothing! But be warned, the higher your points, the harder the questions, so know when to stop!
2. First, set a gamble, then get the question. Get it right, get double your gamble. Get it wrong, lose it. Each math question is ranked in one of 10 levels of difficulty. The higher your points, the cooler the ASCII trophies you can unlock. But, the higher your points, the more likely you are to get harder questions, so know when to stop.

|  |  |
| --- | --- |
| Your choice of the descriptions | 1 |

Any Comments?

: Looks good, add a bit of quantum mathematics in at the later stages, see how they like it then.