**Group members:**

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**Aim of the game:**

Learn computer science students' three types of data structures (LinkedList, Stack, Queue) and their operations on them.

**Background story:**

The student starts to select one of the data structures like LinkedList and then starts with one of the operations that can make on it, such as insert a first, insert at last, and push, poop. then the simulation will start for the selected function after the simulation is finished the student will be taking many questions depending on how the operation or function will do. if he/she passes the exam, the next operation will be opened.

**The player's action in the game:** answering exam questions.

**Fun Items**: Passes all tests for a data structure