

Math-Arrow Game (Final project of Programming)

This videogame was created by Brandon Alberto Fuentes Ocampo.

Its main purpose is helping to children with basic Math of a fun way.

In this videogame, the player will be able to shoot an arrow to 12 boxes. If the arrow hit some box, then player must answer a basic arithmetic equation, if player answer it correctly, then the box will break, but if player answer it incorrectly, then reappear the previous box that player has broken. Player will be able to win if player destroy all boxes. The final time will be displayed on screen.

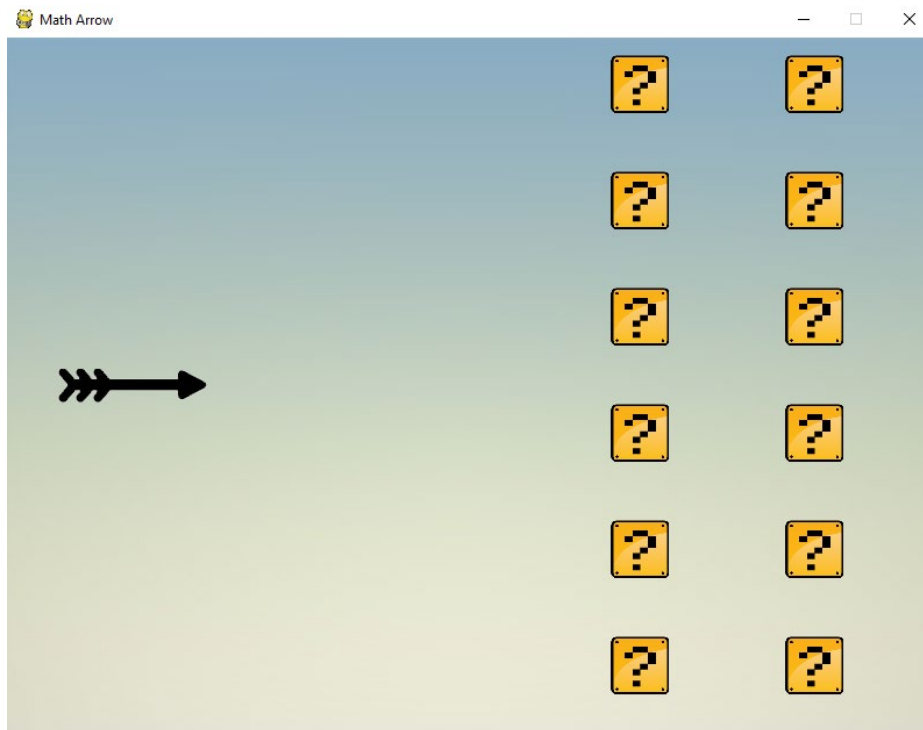
This project was made with Python and PyGame.

Requirements:

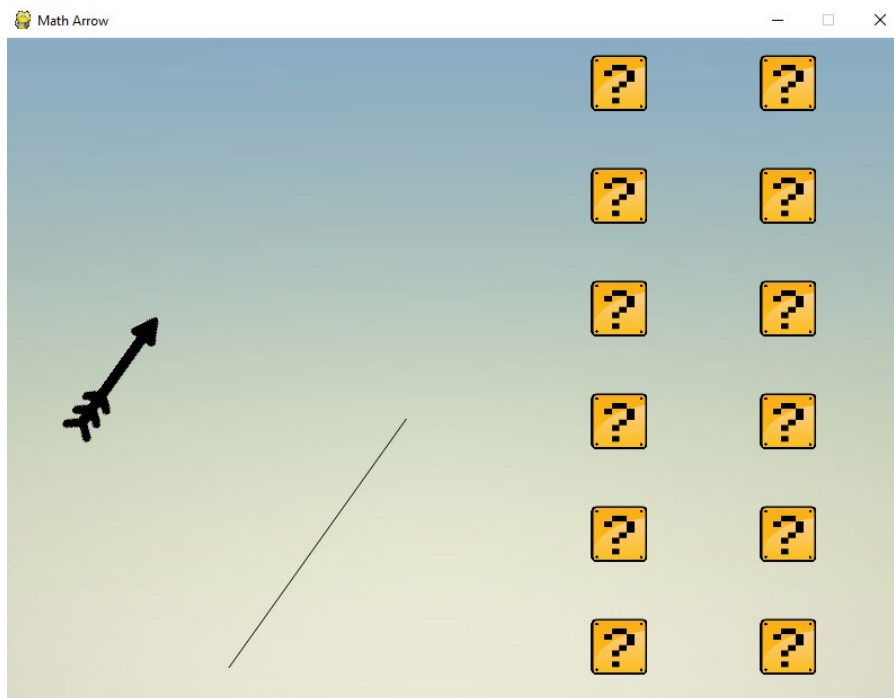
- Have a Python version 2.7 or higher.
 - Have an IDE that execute apps of Python. I recommend Thonny.
- Download link: <https://thonny.org/>

How to use it?

- 1.- You must open and execute MathArrow.py with Thonny or another IDE.

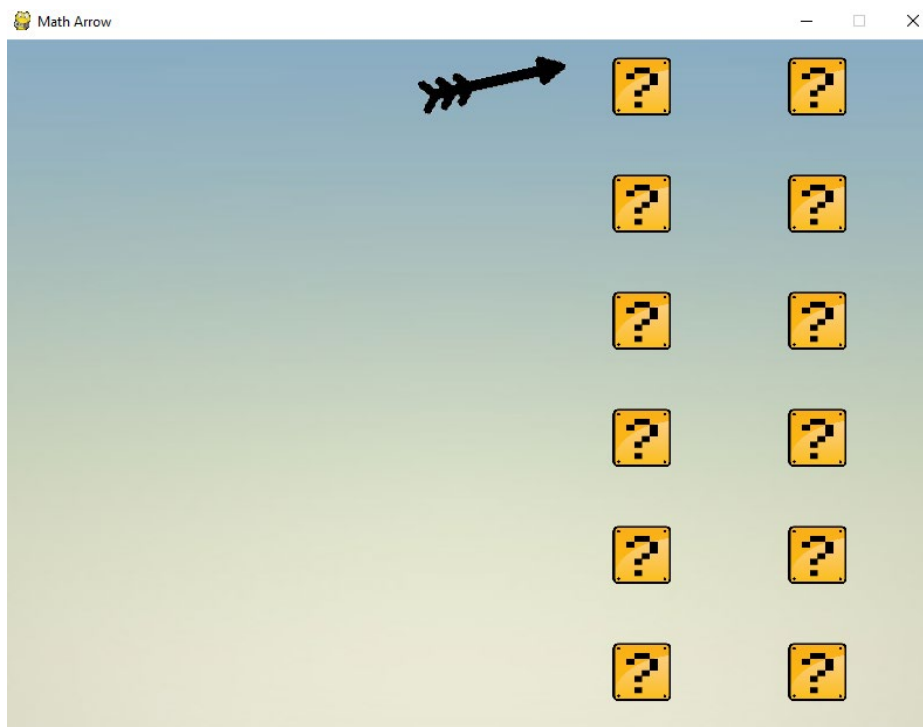


2.- If you hold down the left click and drag, you can move and rotate arrow.

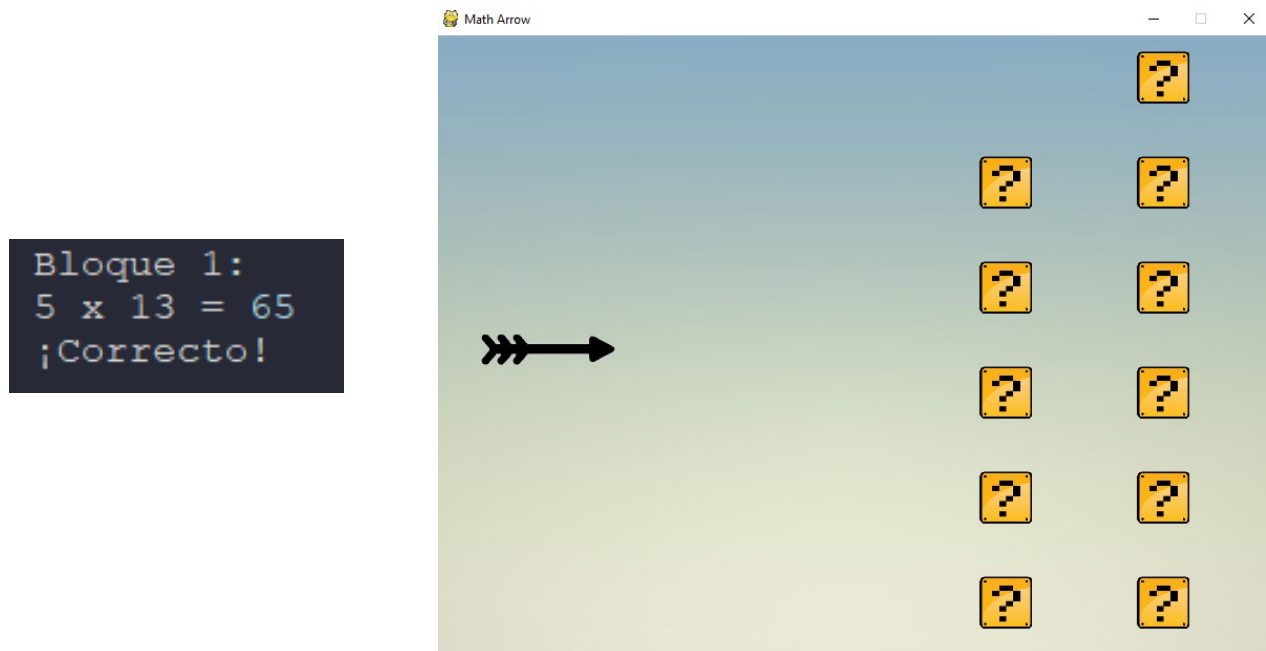


The line sets level velocity and angle that the arrow will have.

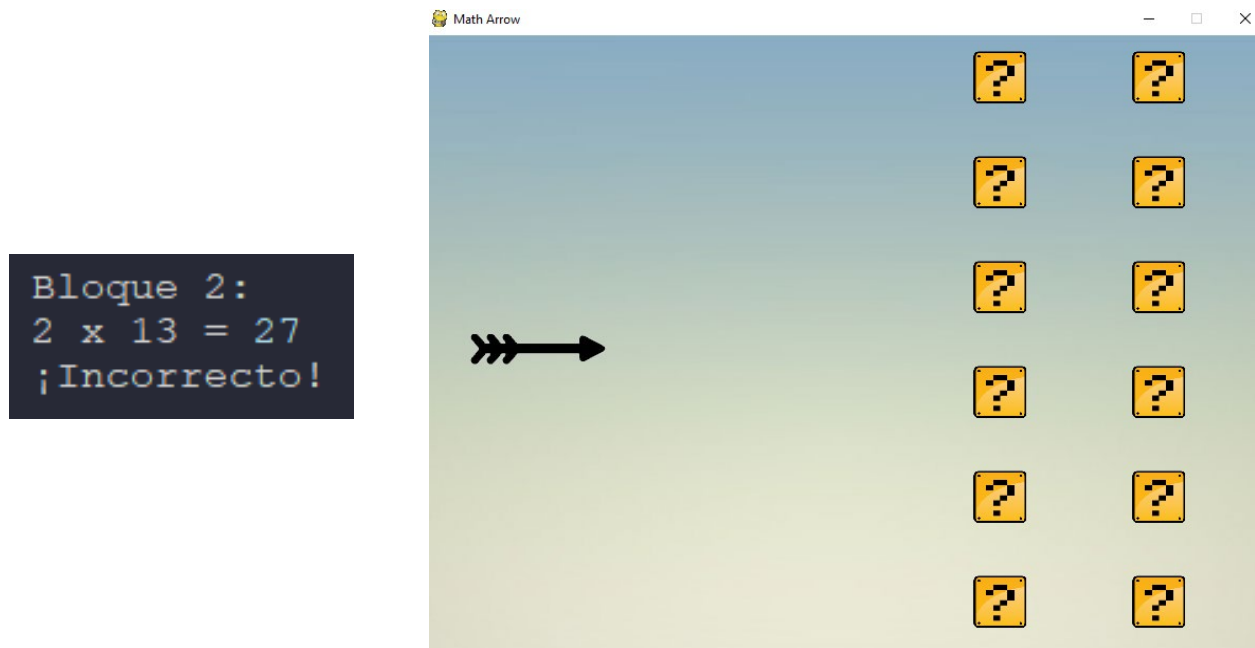
3.- Throwing of the arrow.



4.- If the arrow hit some box, then you must answer a basic arithmetic equation, if you answer it correctly, then the box will break.



5.- But, if you answer it incorrectly, then reappear the previous box that you have broken.



6.- When you break all boxes. It will display the final time on screen.

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;Felicidades has ganado!  
Tiempo final: 00:42
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