**Final Project Description**

**Title:** Fraction Runner

**Date:** November 19, 2015

**Team Members:** John Spielvogel

Jose (Kito) Acosta

Brandon Her

Junquan (Daniel) Lin

**Description:**

Fraction Runner will be game in which the player (some character/creature) lives on a board/maze and must run to and eat the correct answer to the fraction related question. The game will have multiple levels. Every level will display a question and a timer; the player must eat one/all correct answers before the timer runs out in order to advance to the next level. Each round the board/maze will be initialized differently and the “types” of questions the player will change.

**Testing Strategy:**

**Board Class Tests:**

* initialization from .csv file
* board dimensions
* solution placed in random cell (selected from a list of possible solution cells)

**Player Class Tests:**

* starting location
* name
* score
* movement

**GameEngine Class Tests:**

* initialized correctly?
* timer
* advancing to next level

**Fraction Class Tests:**

**QuestionBank Class Tests:**

* Question list correctly initialized?
* Solution correctly initialized?
* Questions match correct answers?
* We will need to test the function that determines whether submitted answer is the correct answer.

**Development Strategy:**

**Initial Failing Tests** (due 11/24/15)**:**

* All failing tests will be added
* All class stubs will be created

**Coding Part I** (due 12/2/15)**:**

**Program Completion** (due 12/7/15)**:**