CAT MATH: A Math Learning Game

About the game:

➔ **"CAT MATH"** is more than just a game for mobile devices; it's a link between learning and fun that mainly focuses on children learning and playing at the same time engaging in an exhilarating mathematical journey. This game has simple and basic math problems which helps in brainstorming for the players who are playing the game. Our game model has an attractive appearance and simple standards and settings. Anyone who appreciates learning while having fun should go on this excursion.

1. **Main Screen:**

➔ Upon launching the game, players are greeted by a visually appealing main menu screen. Here, they are presented with two primary options, each holding its own purpose of action.

1.1. Invoking the Play Buttons:

➔ Ready for adventure? The "Play" buttons beckon, accompanied by an exhilarating audio signal. A single tap exports the player to the next page, where levels of the game will be present for the player to select.

1.2. Settings:

➔ In settings, we have the option for Music to switch which controls the background music during gameplay

1.2.1. Music Adjuster:

➔ Used to adjust the sound which helps to enjoy an immersive experience with dynamic background music that enhances the gaming atmosphere.

1.2.2. Close Button:
➔ The close button is to close the pop-up.

2. Game invocation:

➔ The core of "Cat Math" lies in its gameplay. Here, players embark on an educational journey filled with thrilling math-based challenges and activities.
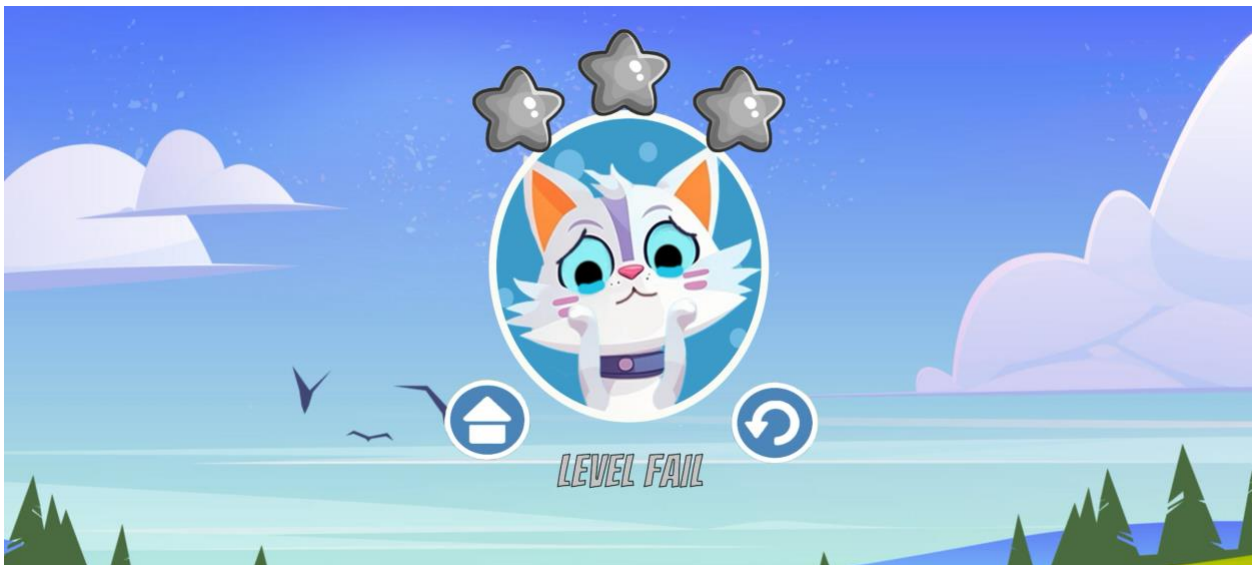
2.1. Invoke Select Answer:
➔ As the game progresses, players encounter a series of math problems or challenges. Four possible answers are presented on buttons. Players must choose the correct option.

2.2. Invoke Pause:
➔ On selection of pause button is used to stop the game in the middle.

3. **Level Complete:**

➔ Choosing the right answer is immediately celebrated with a vibrant green glow and a captivating animation which cheers the player as they select the right option.

3.1. Invoke Home Button:

➔ We have a home button in the success page which reverts us to the main screen which allows the player to view the settings and the play button.
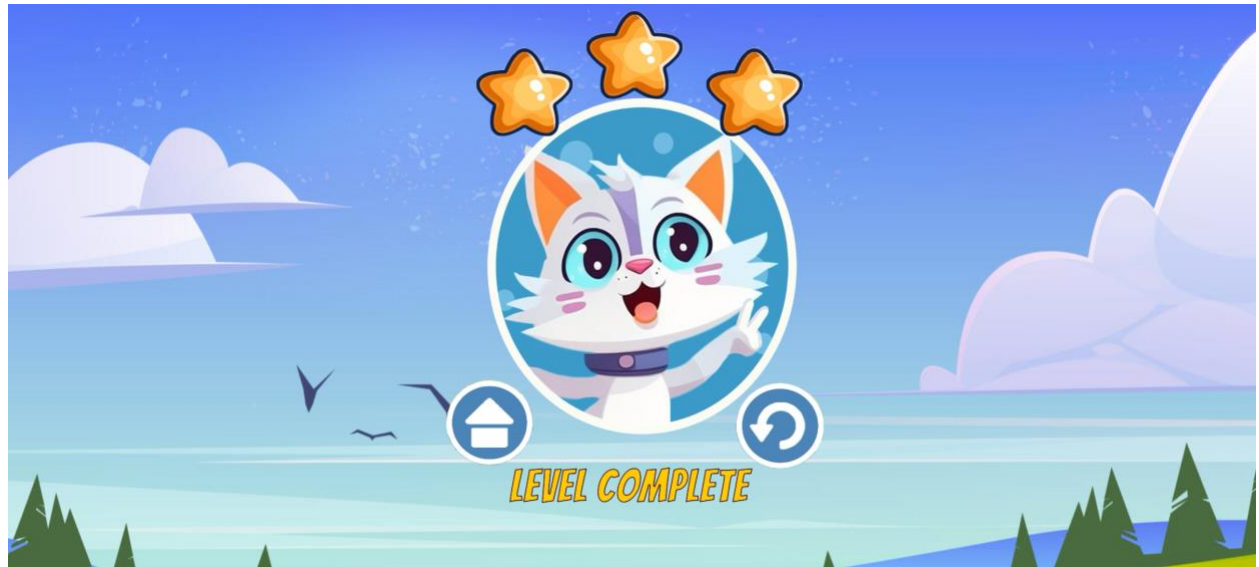
3.2. Invoke Play Again Button:

➔ On selection of the play again button, the action allows the player to continue to play the game again.

3.3. Display Score:

➔ Display score is used to update the score according to the user selections.

4. Game Over:

➔ However, when the selected answer is wrong, a wrong answer is met with a fiery red hue and an animation showcasing that the player selected the wrong option

4.1. Play Again Button:

➔ The retry button is the one that gives an opportunity for the player who failed to select the correct solution and lets the player replay the level that they failed.

4.2. Invoke Home Button:

➔ We have a home button in the success page which reverts us to the main screen which allows the player to view the settings and the play button.