**Math Game – Program Mandate**

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**What Do I Want My Program to Do?**

I want this program to be a math game where the user can practice simple mathematical skills (adding, multiplying, dividing, and subtraction), by choosing to practice a specific skill (or all of them). After choosing the skill(s) to practice, the user will get a question with two randomly generated numbers to add/subtract/multiply/divide. If the user chooses the correct answer, they will get a certain amount of points. The game will continue until they get two answers wrong. There final score will be totaled from all the previous points they will get. There will also be a top 10 scores (high scores) for each minigame where the user can enter there name should they have gotten a score that meets those requirements.

**Graphics**

The graphics library that will be used in this program is Tkinter, to try to use graphics from a different library that is a little more complex. In order to input the answer, there will be an on-screen keyboard with all the numbers, plus a backspace and clear value. The current XP will be displayed on screen, along with the highest ever score. There will be a start screen, a screen to pick the minigames, and a screen for each minigame (relatively interchangeable). There will be a quit button on all screens and a start again one at the end.

**Aim Audience**

The aim audience will be those who want to practice their algebra skills on the computer, in particular young kids.