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Comp 5970

Math Maze

For our game we will use Unity. The game will be a 2d platformer where the players will be allowed to explore a cave. The in each room, there will be a math problem given to the player. This problem can be viewed anytime. Players will have to traverse thru the room and find the correct answer. The rooms will be split up in many ways to test players knowledge on numbers. (even/odd, negative/positive, prime, composite, etc.). If the player goes into the correct room then they will move on. Otherwise they will find themselves in a trap room and will have to clear it before they can try again. As the player progresses the math problems will get harder. In the room there will also be enemies and obstacles that the player must avoid as well to keep the player engaged.