**Stack game:**

Main objectives:

* There will be a desired height on the screen to reach every few seconds and you need to reach that height within the time limit otherwise you lose.
* Answer maths questions to pop/push items off/on the stack (You can switch between questions to pop and remove items off the stack.

Features to add:

* Timer that counts down from 5 seconds (from when the game has started and when every 5 seconds after)
  + Timer needs to stop when in the menus.
    - Track how long the player was in the menu and take that away from the time ingame
* Draw the stack onto the screen