

## Specific Requirements

1. The game will feature game sessions
  1. Each game session will feature a timer counting down from 45 seconds
    1. The game will end when the timer runs out
      1. The game will display the player's score when the game ends
  2. Game sessions will feature creatures that appear and display math equations
    1. The player will be able to answer these equations to gain points
    2. Entering an answer that matches any equation on screen will award points
      1. Only numerical input is allowed
      2. Entering successive correct answers will build a streak that will increase the amount of points earned per correct answer
      3. If the entered answer matches more than one equation on screen, it will apply to all matching equations
    3. Entering an answer that does not match any equation on screen will not award points
    4. Entering an answer that does not match any equation on screen will reset the player's streak to zero
2. The game will feature a main menu
  1. The player will be able to start a game session from the main menu
  2. The player will be able to exit the game from the main menu
  3. The player will be able to access the settings menu from the main menu
  4. The player will be able to access a tutorial from the main menu
  5. The player will be able to provide a username in the main menu
3. The game will feature a settings menu
  1. The player will be able to modify the game's volume from the settings menu
  2. The player will be able to return to the main menu from the settings menu
4. The game will feature a pause menu
  1. The player will be able to access the pause menu while in a game session
  2. The player will be able to adjust the game's volume from the pause menu
  3. The player will be able to exit the pause menu and return to their game session
  4. The player will be able to quit their current game session and return to the main menu from the pause menu
  5. The timer will be paused upon entering the pause screen
  6. The timer will be unpaused upon returning to the game session
5. The game will keep track of a list of the highest amount of points earned in a game session
  1. The game will display a leaderboard of the top ten highest scores from highest to lowest on the main menu
  2. If any game session surpasses a top ten score on the leaderboard, a new entry will be added to the leaderboard with the username that was provided, next to the score
6. The game will feature various sounds upon certain actions that take place
  1. Correct answers will play a "success" noise
  2. Incorrect answers will play a "failure" noise
7. The game will contain a tutorial that teaches the player how to play the game

1. The tutorial will be accessible from the main menu
2. The tutorial will explain how to input answers, gain points, and use the pause menu
3. The tutorial will use clear, easy-to-understand language