**README**

**Completed tasks since Milestone 2**

Basic game functions

* Reset-restart the game
* Play/Pause-pause or continue the game
* time-count the time

Background music for both iOS and Android

Navigation pattern

* Welcome page
* win page and lose page

**To-do tasks in Milestone 4**

* Implement better UX at Page1-1, Page2-1,Page3-1,Page3-2
* Build larger game database
* changing game oriented background music
* change the time limit based on the difficulty level of game

**Labor division among team members**

* Yinghe Chen-basic game functions
* Yuan Shen, Yujia Zhang- Background music and Chart flow

**Demo instructions and known limits**

* After navigating the welcome page, click play/pause button to start the game
* No password
* switch is for turning off/on music

**Studio Setting-Xamarin Studio**

Version 2.3.1.114 **Xamarin.Form** both in IOS and Android. Both of IOS and Android are able to compile, and if you have any problem compiling, please try to rebuild.

The two **Solution Platform** options are listed below:

IOS simulator: iPhone SE iOS 10.0

Android simulator: Android\_Accelerated\_x86 (ARMv7a will run extremely slowly)

Android SDK: need to install Android SDK Tools, Android SDK Platform-tools, Android SDK Build-tools and Android 7.0 (API 23).