

- What went well: It is very addictive.
- What went well: I like it very much, however I could not easily tell how well I was doing. I suspect that I was not doing well.
- What went well: I also like the physics (trajectories).
- What went well: As the game went on my arithmetic improved.
- What went well: The game was intuitive, I did not read the instructions. Though I did need to be told to use the mouse.
- It would be even better if the text was easier to read.
- It would be even better if practice mode was more intuitive to find (may be the default, for first time player).
- It would be even better if it started easier, but then got harder.

Over all I like it and could see myself or others using it to practice arithmetic. Addressing the few minor concerns would make it even better.

Today Monday 13th June 2016, I played 'Maths Ping' a game designed by James Cox.

I have assumed by playing the game, you have to answer a maths question correctly then catapult the right answer in the moving basket in order to win.

- The game has a moving basket in the middle of the screen
- On the top left hand corner there is a score point
- On the top of the screen is where the questions are
- On the right hand side there are answers only one of them are right
- On the bottom of the screen there is a timer, which gives you 30 seconds to answer the question.

You have to choose the right answer to the question and aim the answer in the moving basket, in order for you to get points.

1. Whilst playing I have noticed when putting the question in the basket a confetti of symbols explodes out.
2. You then have to catapult the other answers even though they are not the right answers.
3. I think it should get more challenging, maybe the timer should get more fast and you have less time to answer the questions or the Basket should move more quickly.
4. The box in the middle that is supposed to be a basket should look like a real basket.
5. I also think the font needs changing because so the writing can be much clearer.

Whilst playing the game I have noticed if get the answer right and you do not get it in the basket you have lost.

If you get the right answer in the basket you win, but you still have to catapult the wrong answers somewhere. Because the question changes when all of the answers are picked.

The games is not finished and there is still things James has to improve in his game, but overall it is a great game to play and it can be catered for a wide audience ages from 5 to 99.

Second attempt to playing the game will be looking at any changes make or things I have not yet tried.

James intention to the Maths Ping Game. n

- How to play function
- Games has a standard game and a high score game
- Standard Games – you have 5 lives
- High Score – Has a time limit (less than a minute)
- Catered for any age of people to play
- Practice Mode – shows you the answers are going to go and where you get the answers.
- In Progress adding lives to the games – How many times you get something wrong needs 5 life's which would look like numbers.
- Adding a picture of a basket – which I am trying to find.