

# Leveled Logic

Software Engineering COMP 4110  
University of Massachusetts Lowell  
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## Team members:

Project Lead: Nate Wright

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Game Developer: Connor Klein

Game Designer: Eric Ta, Gabe Shahrouzi

Instructor: Dr. James Daly

# Project Overview

Leveled Logic is an educational  
logic design simulation game

# Motivation for project

- Teach kids about logic gates
- Facilitate logic design in convenient and easy to access manner for middle school students
- Motivate middle schoolers to be interested in Computers and Logic Design

# Overview of Features

- Logic gates and wires to build simple circuits and experiment.
- Tutorials to walk through building more complex gates
- Levels to challenge knowledge and build complex circuits



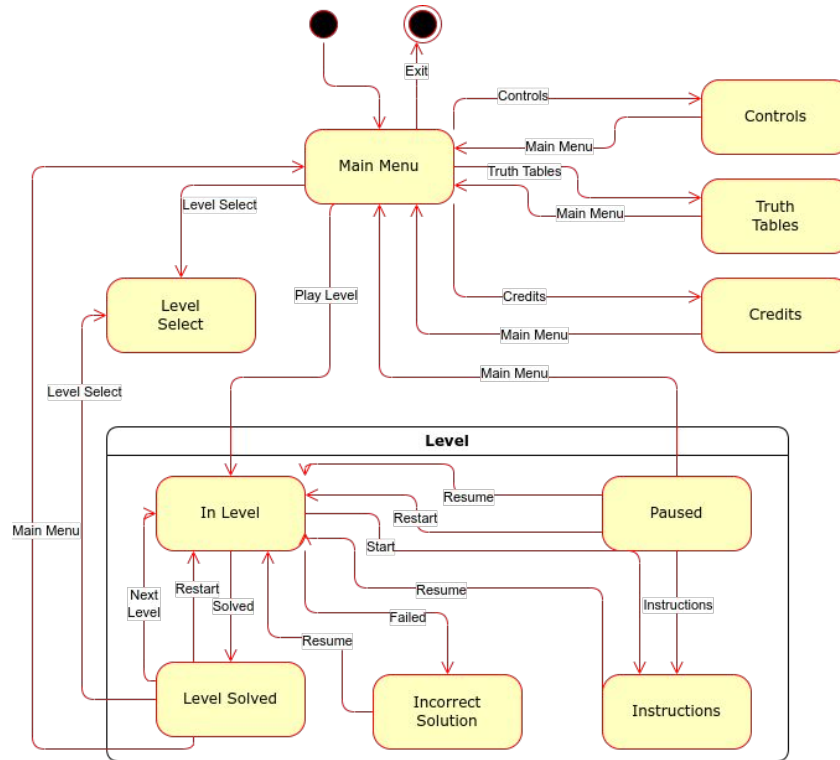
# Domain Research

- Investigated gate functions and circuit design
- Applied domain knowledge to level design and tutorials
  - This helps create a logical flow of the game with natural progression of levels

# Project Constraints

- A kid-friendly, age appropriate game
- An educational constraint
  - Leveled Logic must follow the Massachusetts DESE Curriculum DLCS Framework

# Part II: Model-based View of System



# Part III: Demonstration

- Navigation between Levels
- Game functionality
- Solving Levels
- Level Progression





# Level Logic

PLAY

LEVEL SELECT

CONTROLS

TRUTH TABLES

CREDITS

EXIT

# LEVEL SELECT

Tutorial 0: Wires

Tutorial 1: NOT

Tutorial 2: AND

Tutorial 3: OR

Comparator

De Morgan's Law: AND

De Morgan's Law: OR

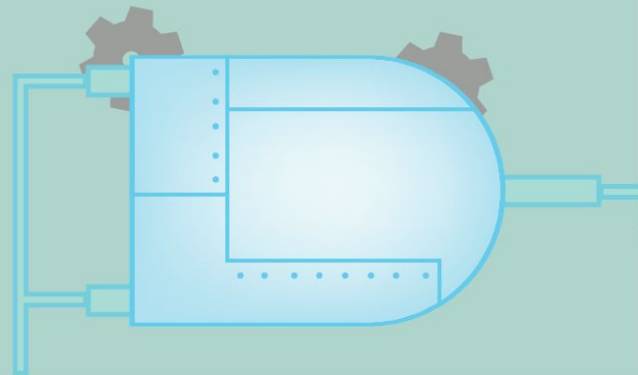
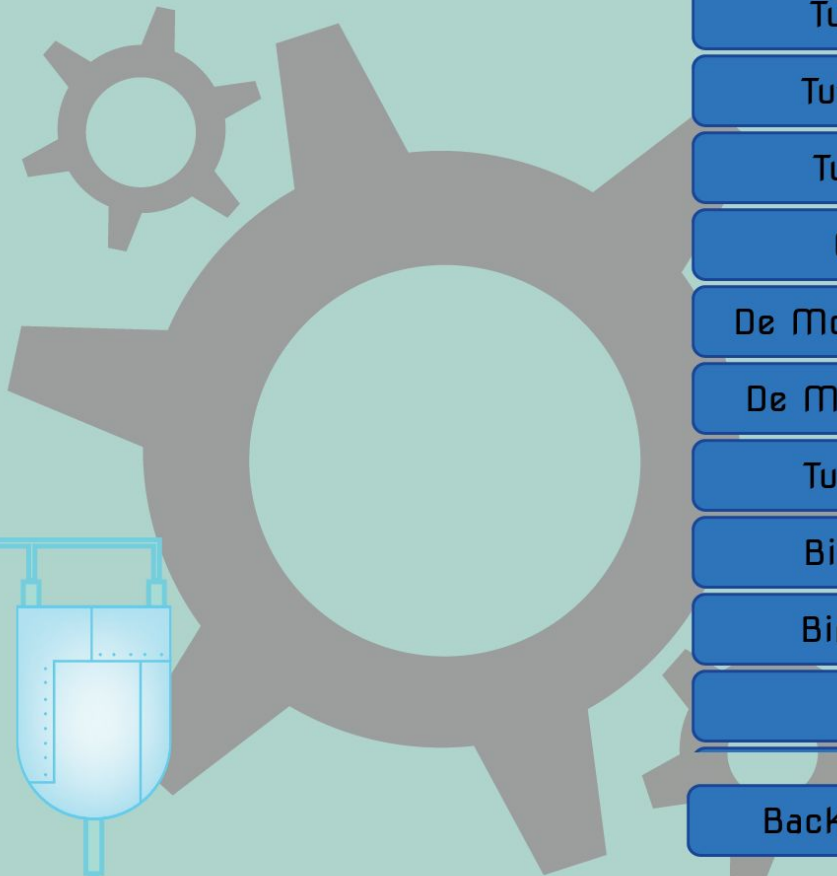
Tutorial 4: XOR

Binary Encoder

Binary Decoder

Half Adder

Back to Main Menu





## DE MORGAN'S LAW: AND

This level demonstrates an important relationship between the AND gate and the OR gate.

The AND gate can be created with a combination of NOT gates and OR gates.

This relationship is known as De Morgan's Law.

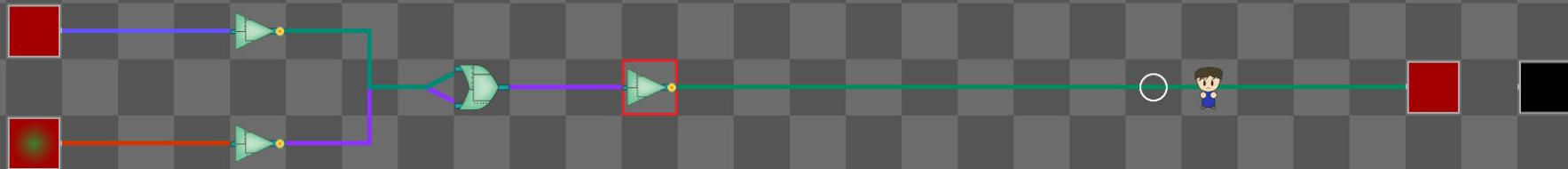
EXIT

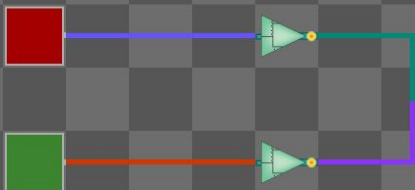












A large, light blue, rounded rectangular button with a gear icon in the top-left corner and another gear icon in the bottom-right corner. The text "Level Solved!" is displayed at the top. Below it are four smaller, blue, rounded rectangular buttons stacked vertically, each containing white text: "Next Level", "Restart Level", "Level Select", and "Main Menu". A purple line connects the output of the AND gate from the previous diagram to the left side of this button.





# Acknowledgements

- We gratefully acknowledge and appreciate the participation of our customer, Dr. Daly from The University of Massachusetts, Lowell.