Flash Card Math Design Document

## Game Description

This is a game designed for primary grade students to learn the four basic math arithmetic operations – addition, subtraction, multiplication, and division.

The objective of the game is to either to complete the most number of flash card problems within a given duration, or to complete a certain count of flash card problems within the shortest time possible.

There are two modes available – penalty and non-penalty mode. The modes are self explanatory by their names, there is a maximum of three incorrect attempts for the game duration before failing the game in the former mode, whereas incorrect attempts are not being tracked in the latter.

## UI Design