

INL261

Hackathon



Group MATES: TANAKA Mahapa -601380, Nhlanhla rector Phakula -601460

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## Day 1: Ideation & Planning

**Introduction**

Mathematics Conquers, is a game that aims to help young children in primary school how to solve mathematics problem. Mathematics Conquers has multiplication, division, addition and subtraction.

**Mathematics Conquers Objective:**

The main goal of the game is to assist kids develop a solid foundation in fundamental mathematics by making math learning interesting and fun. The design of the game places a strong emphasis on progressive learning by introducing increasingly complicated issues gradually from more basic ones.

**Target Audience**

Mathematics Conquers is a game that is focuses on primary school students ,mainly between the age of 7 and 14

## Day 2: Iteration & Expansion

**Objectives:**

Develop the game in Scratch by including additional functions and improving existing ones.

**Feedback Implementation**:

* Use Scratch’s visual editor to adjust sprites, scripts, and blocks for smoother gameplay and better alignment with learning goals.
* Refine animations and interactions based on player feedback to ensure the game remains engaging and intuitive for kids.

**Feature Development:**

* Use Scratch’s customizable sprites and backgrounds to design child-friendly menus and navigation screens.

## Day 3: Finalization & Polishing

**Polishing:**

* Debug any issues with scripts (e.g., checking if math answers are correctly throughout the game).
* Optimize the game by cleaning up unnecessary scripts, blocks, and variables to improve performance.