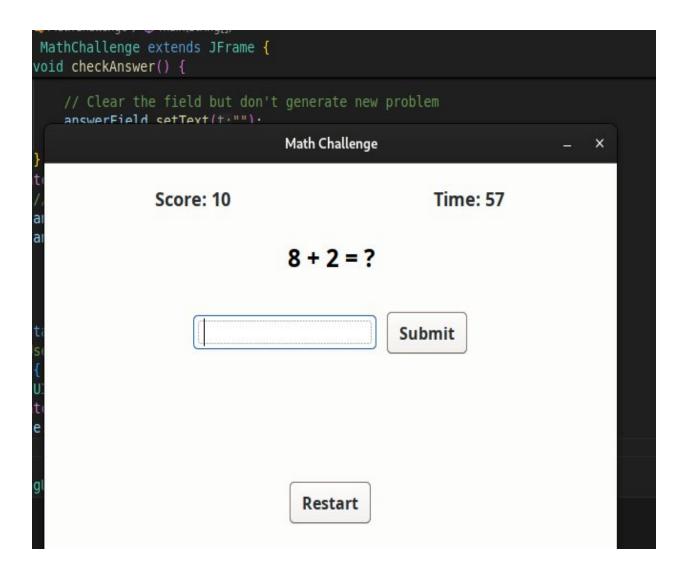
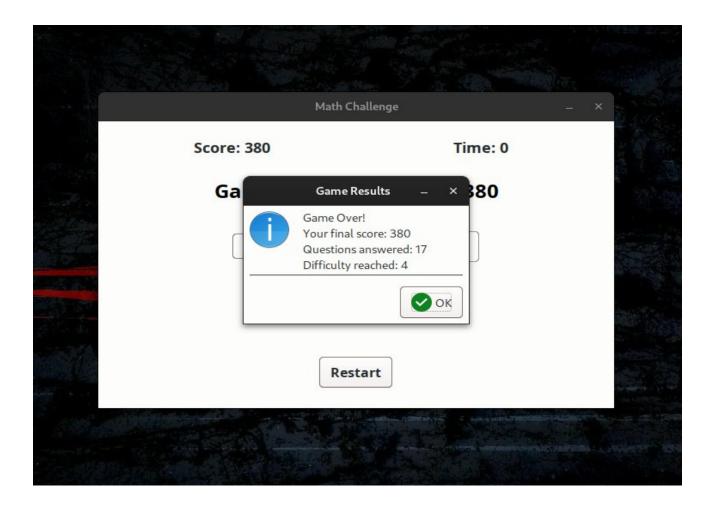
Math Challenge Game Development Documentation

Project Overview

The Math Challenge game is an educational application designed to help users practice basic math operations in an engaging, time-pressure environment. The game implements progressive difficulty levels and a scoring system to keep players motivated.





Development Process

Phase 1: Conceptualization

- Identified the need for an interactive math practice tool
- Defined core gameplay mechanics:
- Timed challenges
- Progressive difficulty
- Score-based rewards
- Determined target audience (students learning basic math operations)

```
import javax.swing.*;
import javax.swing.border.EmptyBorder;
      public class MathChallenge extends JFrame {
   private JLabel problemLabel = new JLabel(text:"", JLabel.CENTER);
   private JLabel scoreLabel = new JLabel(text:"Score: 0", JLabel.CENTER);
   private JLabel timeLabel = new JLabel(text:"Time: 60", JLabel.CENTER);
   private JTextField answerField = new JTextField(columns:10);
             private JButton submitButton = new JButton(text:"Submit");
private JButton startButton = new JButton(text:"Start Game");
             private int score = 0;
             private int num1, num2, correctAnswer;
             private Timer gameTimer;
private Random random = new Random();
             private boolean gameRunning = false;
             private int difficulty = 1;
             public MathChallenge() {
                     {\tt setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);}
                    setSize(width:600, height:400);
setResizable(resizable:false);
                    // Create panels with spacing
JPanel mainPanel = new JPanel(new BorderLayout(hgap:10, vgap:10));
                    mainPanel.setBorder(new EmptyBorder(top:20, left:20, bottom:20, right:20));
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                    JPanel topPanel = new JPanel(new GridLayout(rows:1, cols:2, hgap:20, vgap:0));
JPanel gamePanel = new JPanel(new GridLayout(rows:3, cols:1, hgap:0, vgap:20));
JPanel inputPanel = new JPanel(new FlowLayout(FlowLayout.CENTER, hgap:10, vgap:0));
                    JPanel controlPanel = new JPanel(new FlowLayout(FlowLayout.CENTER));
                   // Set up components
problemLabel.setFont(new Font(name:"Arial", Font.BOLD, size:24));
scoreLabel.setFont(new Font(name:"Arial", Font.BOLD, size:18));
timeLabel.setFont(new Font(name:"Arial", Font.BOLD, size:18));
answerField.setFont(new Font(name:"Arial", Font.PLAIN, size:18));
submitButton.setFont(new Font(name:"Arial", Font.BOLD, size:16));
startButton.setFont(new Font(name:"Arial", Font.BOLD, size:16));
                    // Make submit button initially disabled
submitButton.setEnabled(b:false);
answerField.setEnabled(enabled:false);
                     topPanel.add(scoreLabel);
                    topPanel.add(timeLabel);
                    inputPanel.add(answerField);
                    inputPanel.add(submitButton);
                     gamePanel.add(problemLabel);
                    gamePanel.add(inputPanel):
                    controlPanel.add(startButton);
                    // Add panels to main panel
mainPanel.add(topPanel, BorderLayout.NORTH);
mainPanel.add(gamePanel, BorderLayout.CENTER);
                                                                                                                                                                               Ln 140, Col 40 Spaces: 4 UTF-8 LF {} Java 🔠 💢
```

Phase 2: Design

- UI/UX planning:
- Created a clean, distraction-free interface
- Designed feedback mechanisms for correct/incorrect answers
- Planned visual hierarchy for information display
- Game mechanics design:

- Developed difficulty progression algorithm
- Created time bonus/penalty system
- Designed scoring formula based on difficulty

```
J MathChallenge,java > 1 MathChallenge > 1 endGame()

7 public class MathChallenge extends JFrame {
24 public MathChallenge() {
25 mainPanel.add(topranel, BorderLayout.NUKIH);
26 mainPanel.add(gamePanel, BorderLayout.CENTER);
27 mainPanel.add(controlPanel, BorderLayout.SOUTH);
28 mainPanel.add(controlPanel, BorderLayout.SOUTH);
                   add(mainPanel):
                   // Create the game timer (updates every second)
gameTimer = new Timer(delay:1000, new ActionListener() {
   @Override
                          public void actionPerformed(ActionEvent e) {
                               timeLeft--;
timeLabel.setText("Time: " + timeLeft);
                               if (timeLeft <= 0) {
   endGame();</pre>
                   // Add action listeners
startButton.addActionListener(new ActionListener() {
                         @Override
public void actionPerformed(ActionEvent e) {
                                startGame();
                    submitButton.addActionListener(new ActionListener() {
                         @Override
public void actionPerformed(ActionEvent e) {
    checkAnswer();
                                                                                                                                                          Ln 140, Col 40 Spaces: 4 UTF-8 LF {} Java 🔠 💢
 Connect > Java: Ready
             private void generateProblem() {
                   // Generate numbers based on dif
int maxNumber = 10 * difficulty;
                  num1 = random.nextInt(maxNumber) + 1;
num2 = random.nextInt(maxNumber) + 1;
                   int operationType = 0;
                   if (difficulty >= 2) {
                         operationType = random.nextInt(bound:2); // 0 for addition, 1 for subtraction
operation = operationType == 0 ? "+" : "-";
                          operation = operationType == 0 ? "+" :
                   if (difficulty >= 3) {
                         operationType = random.nextInt(bound:3); // Add multiplication
operation = operationType == 0 ? "+" : (operationType == 1 ? "-" : "\rightarrow");
                         if (operationType == 3) {
                               num2 = random.nextInt(bound:10) + 1;
num1 = num2 * (random.nextInt(maxNumber / 2) + 1);
                                                                                                                                                          Ln 140, Col 40 Spaces: 4 UTF-8 LF {} Java 🖀 🗯
```

```
MathChallenge.java > ધ MathChallenge > 🕤 endGame()
     public class MathChallenge extends JFrame {
           private void generateProblem() {
                          correctAnswer = num1 + num2;
break;
                        case "-":
   // Ensure positive answer for subtraction
   if (num1 < num2) {</pre>
                             int temp = num1;
num1 = num2;
num2 = temp;
                             correctAnswer = num1 - num2;
                             correctAnswer = num1 * num2;
                 problemLabel.setText(num1 + " " + operation + " " + num2 + " = ?");
           private void checkAnswer() {
                if (!gameRunning) return;
                                                                                                                                                     Ln 140, Col 40 Spaces: 4 UTF-8 LF {} Java 🔠 🗯
              // Generate numbers based on difficul
int maxNumber = 10 * difficulty;
numl = random.nextInt(maxNumber) + 1;
num2 = random.nextInt(maxNumber) + 1;
                 // Decide the operation based on difficulty
String operation = "+";
int operationType = 0;
                if (difficulty >= 2) {
    operationType = random.nextInt(bound:2); // 0 for addition, 1 for subtraction
    operation = operationType == 0 ? "+" : "-";
                if (difficulty >= 3) {
    operationType = random.nextInt(bound:3); // Add multiplication
    operation = operationType == 0 ? "+" : (operationType == 1 ? "-" : "B");
                 // For division, ensure it's a clean integer division
if (operationType == 3) {
   num2 = random.nextInt(bound:10) + 1;
   num1 = num2 * (random.nextInt(maxNumber / 2) + 1);
```

Phase 3: Implementation

- Environment setup:
- Java Development Kit (JDK)
- Swing GUI framework for cross-platform compatibility
- Core development:
- Built the main game interface using Swing components
- Implemented game logic for problem generation
- Created timer system with appropriate callbacks

Developed scoring and difficulty progression

Phase 4: Testing

- Functionality testing:
- Verified correct answer validation
- Tested timer functionality
- Validated difficulty progression
- User experience testing:
- Assessed readability and visual feedback
- Evaluated game pacing and difficulty curve
- Tested input handling and error prevention

Phase 5: Refinement

- Performance optimization
- Visual polish and consistency
- Added game statistics summary upon completion

Technical Implementation

- Language & Framework: Java with Swing GUI toolkit
- **Architecture**: Object-oriented design with event-driven programming
- Key Components:
- Problem generation engine that scales with difficulty
- Timed game loop with visual feedback
- Input validation and error handling
- Dynamic difficulty adjustment based on player performance

Future Enhancements

- Save high scores and player statistics
- Add customizable difficulty settings
- Implement different game modes (practice, challenge, time attack)
- Create a mobile-friendly version

Deployment

- Packaged as a standalone Java application
- Compatible with any platform running Java
- Easy to run from IDEs like Visual Studio Code or IntelliJ IDEA