*Sum-It !* project

*Type:* tile based arcade game.

*Aim:* player computes sums until no tile left.

*Nota bene: (****\*****) indicates dependences to the level. (****a****) indicates alternatives.*

Initialisation

Fill the stage with random numbers ***\****

Set score to 0

Set timer to 120 seconds ***\****

Add 4***\**** random numbers of this list

Display the targeted sum

Game’s round

Player selects 4 ***a*** numbers to get the sum

***a*:** as many as he wants

Check sum

Kill numbers

Clear selection

Unselect / reset selection

No more numbers (***a*:** or only 4 left)

Game’s end

Level ajustement

Player gives difficulty feedback *(optional)*

Replay

Save & quit

Errors

Timers

Feedb.

…

*Scheme:*

*Design:*

12 tiles left

15

4

5

1

7

8

5

8

2

6

4

1

4