

IT2010 – Mobile Application Development BSc (Hons) in Information Technology 2nd Year Faculty of Computing

lty of Computing SLIIT

2023 – Lab Exam 01 Report

Student ID	IT22087010
Batch	Y2S2_05_01
Marks	
1. Code Quality and Organization (2 Points)	
2. Functionality (4 Points)	
3. Creativity and User Interface Design (2 Points)	
4. Performance and Stability (2 Point)	
Total: 10 Marks	
Evaluator	

Description:

NUMBER NINJA is a simple yet brain storming game which tests your mathematical skills in addition just for fun. The player can play 50 questions in 1 level and try to go as much as further by adding two numbers and selecting the correct answer within a given amount of time. Here are some key features of the game.

- **Timer and the progress bar** Once the player start the game the timer starts. According to the time consumed the progress bar grows and the remaining time displays.
- **Question and answer options** Player can choose the answer from the given 4 options which randomly generated with the correct answer to the question.
- Score and Highest Score- According to the right answers' the score the player gained is calculated and the Highest Score is displayed.

Instructions:

- 1. Click "Start Game" button in the dashboard.
- 2. Then the game play screen will pop up and a question and 4 answers will be displayed with a time range.
- 3. Once the question is answered within the time range, you will get a score.
- 4. Try to score as much as possible and see your score as the Highest score in the game!

Screenshots:









