By: James Broadbent

PAT Phase1



Contents

[Task Definition 2](#_Toc115871228)

[User Story 2](#_Toc115871229)

[Acceptance Test 3](#_Toc115871230)

Task 1

### Task Definition

Geometry is vital topic in mathematics for students to understand and apply from a young age. It develops a student’s logical thinking, deductive reasoning, analytical reasoning and problem-solving skills. During school, young students are losing focus, interest and curiosity about their work due to the outdated teaching methods in place. This causes these students to miss out on the understanding of their work and the development of their brains. The solution to this issue is to apply more modern teaching methods into the classroom by making use of video games to educate students. 24/7 GAMES provides a product which will allow young students to remain engaged, excited and interested as they gain a high-quality understanding about the basics of geometry while strengthening other areas of their brain, such as: hand-eye coordination, the ability to work within a timeframe and the speed to identify, analyse and make a decision.

### User Story

1. As a Teacher I would like to be able to increase or decrease the difficulty of the game so that I can ensure students are constantly being challenged while playing the game.
2. As a Student I would like to be able to see my score at the end of level so that I can see if I’m improving at my work. I would also like to being to learn about a large variety of shapes so that I can stay excited about the game

Task 2

### Acceptance Test