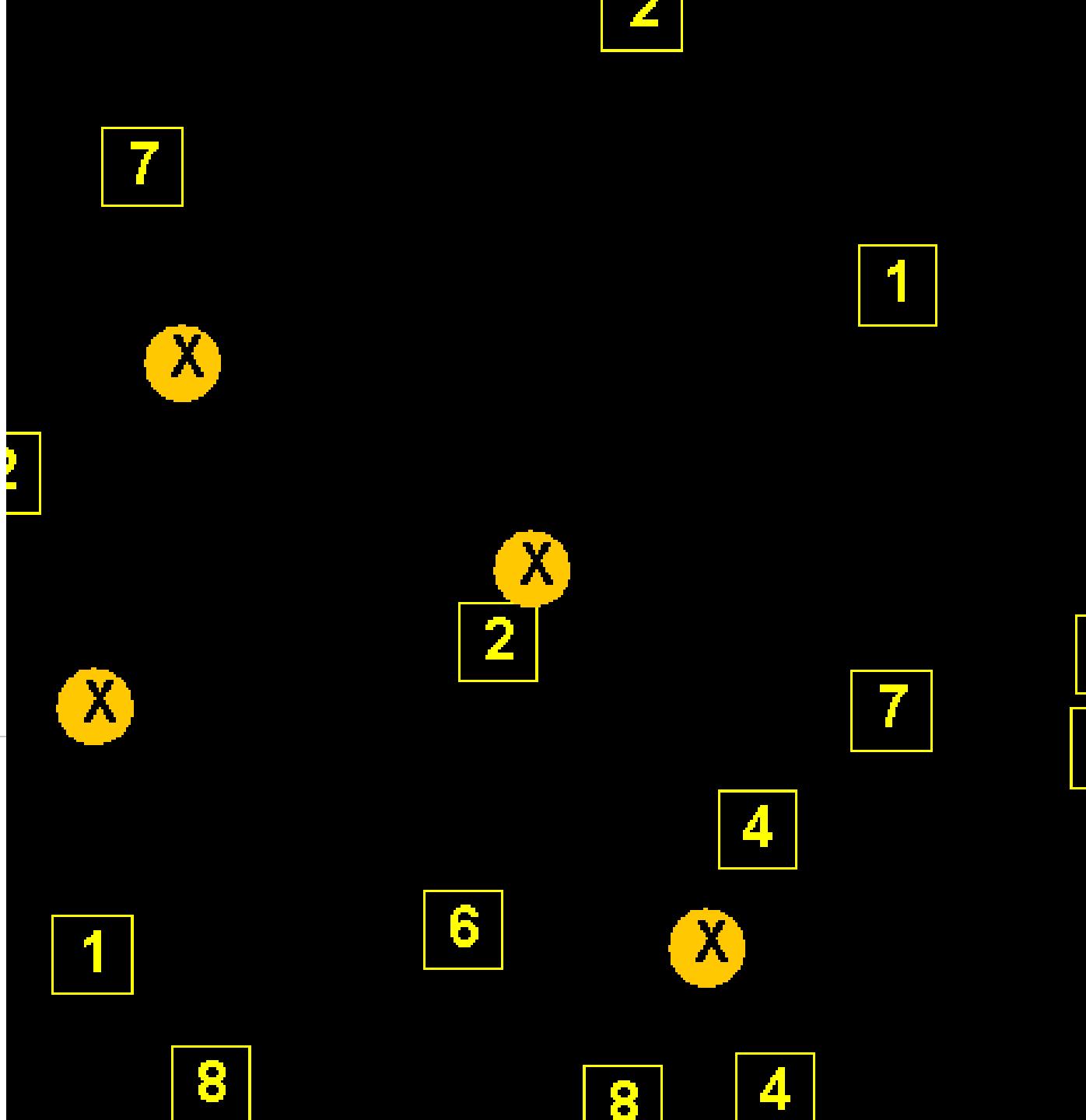


# MATH COLLECTOR

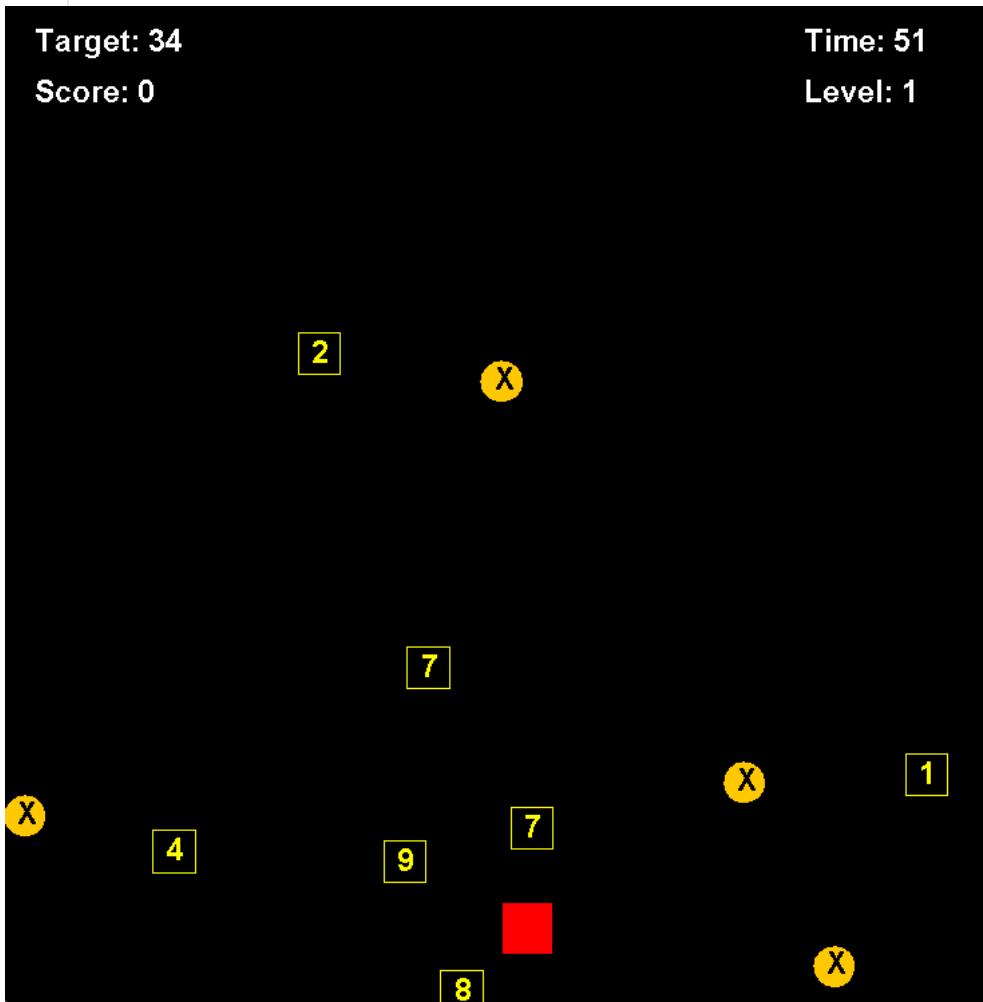
ABDULLAH  
KARAİSMAYLOĞLU



# Purpose & Learning Outcomes

- Improve math skills and time management ability
  - Encourage fast desicion making
  - Learning trough gameplay
-

# Game Mechanics and Objective



- Reach the target number by collecting falling numbers using left/right arrow keys
- Avoid bombs and wrong numbers
- Complete the target and pass all the levels before time runs out

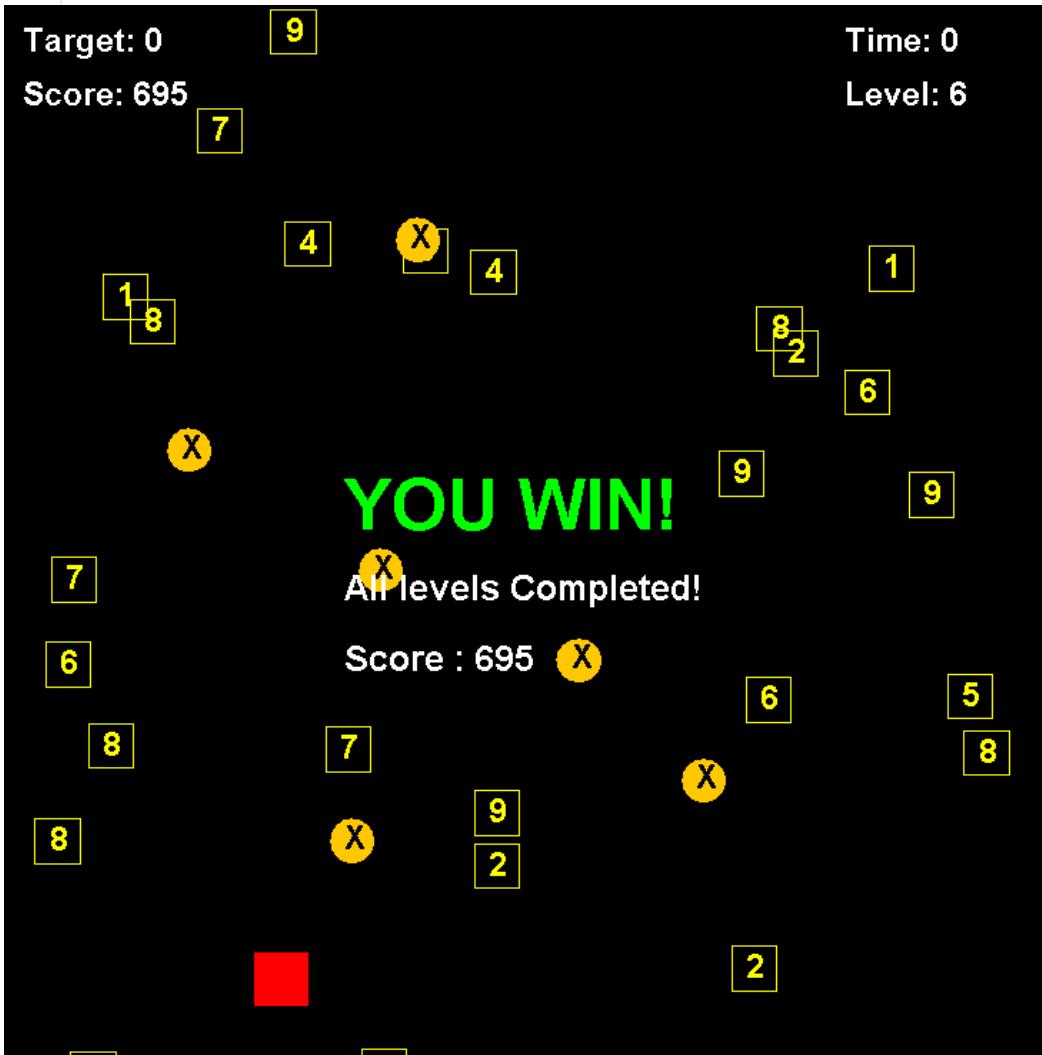
# Scoring & Timing Mechanics

- Collected number = +10 p.
- Bomb hit = -20 p.
- If the next number exceeds the target = -5 p.
- Time start = 60 seconds
- Number hit = +1 second
- Bomb hit = -5 seconds
- At the beginning of each level, you gain an amount of time equal to a certain percentage of your current score.

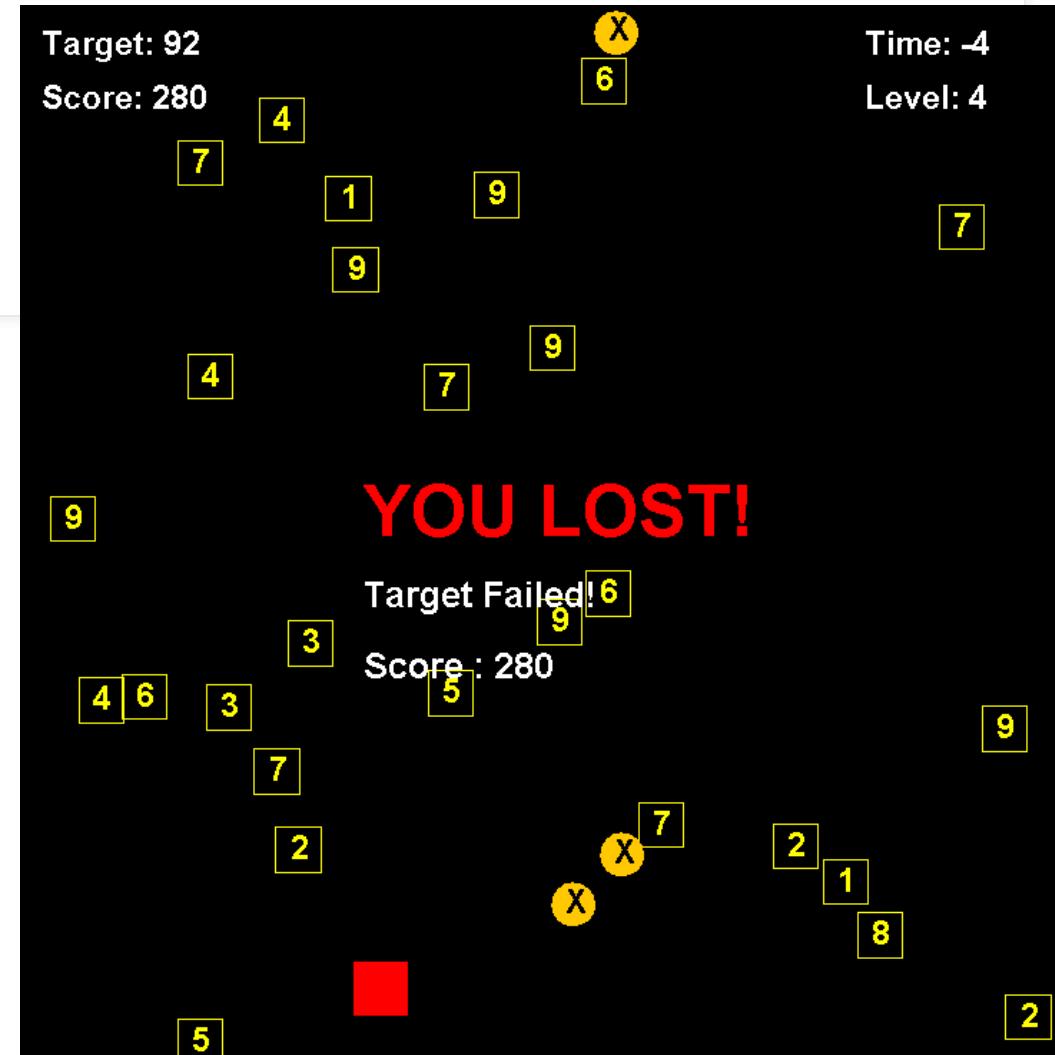
# Level System

- The game consists of 5 levels
- In each level, the speed and number of bombs increase
- When a level is completed, the current score is divided by multiples of 5 based on the level and added to the remaining time
- The range of the target number increases at each level

```
switch (level) {  
    case 1:  
        targetNumber = random.nextInt(40) + 10;  
        break;  
  
    case 2:  
        targetNumber = random.nextInt(60) + 20;  
        timeLeft +=score/5;  
  
        break;  
  
    case 3:  
        targetNumber = random.nextInt(80) + 30;  
        timeLeft +=score/10;  
        break;  
  
    case 4:  
        targetNumber = random.nextInt(100) + 40;  
        timeLeft +=score/15;  
        break;  
  
    case 5:  
        targetNumber = random.nextInt(120) + 50;  
        timeLeft +=score/20;  
        break;  
}
```



The main objective is to complete all 5 levels with the highest possible score before time runs out



# Future Improvements

- Sound effects and background music
  - More levels with increased difficulty
  - Different bomb types (slow / fast bombs)
  - Pause and restart functionality
  - Score leaderboard system



# THANK YOU...