**Testing**:

* Generate binary numbers and make sure the answer is calculated correctly
* In the multiple choice questions, make sure the answer is only generated once and there is sufficient randomness in the other choices.
* Ensure the questions asked are generate randomly and there are no repeat questions

**Development Strategy:**

* In Part I we plan to create the Game class and check the functionality of the puzzles generate including playability, difficulty, and testing as discussed above.
* In Part II we plan to create the GUI and game help section. The game help section will teach the player how to play the game.