**Aiden Grimsey - Final Project - Math game**

**Project overview**

* Math game, choose between addition, subtraction, multiplication, and division
* User has 60 seconds to answer as many math questions as they can
* User can choose between five different difficulty levels
  + Higher difficulty means bigger numbers to work with
* Utilizes a CSV save file to save the user's best scores for pertinent data storage
* Approximately 600 lines of code

**Main.py overview**

Upon running main.py, the user "signs in" with their name. If they've played before, it will load their scores from the CSV file.

The main.py file displays the various different menus to get the user's input, like the operation they want to play, their difficulty level, viewing their best scores, and clearing all save data or quitting the program.

**TextGroup.py overview**

This is a file that is used to organize the menu texts so that they don't clutter up the main.py file. This file is imported into main.py.

**GameMethod.py overview**

This file houses one method that is used to actually "run" the math game. This also handles the timer that counts down from 60. This method will return the user's score.

**UserDataHandling.py overview**

This is the file that will be used to store all the methods pertaining to storing/accessing

user save data.

Arguably the most important method here is the ScoreHandling method, as it is the method

that handles all the user scores for the various operation games.

If the user runs the program on their machine for the first time, the program

will (should, hopefully) generate a CSV save file in the same directory as the

rest of the files.

If the user has already run the program on their machine, the program will

(should, hopefully) detect that the CSV file has already been generated and

will not overwrite it and make a new one.