Math RPG

1. Executive Summary:

We have created a turn-based math RPG game, where you solve math problems to help you defeat the enemies you are fighting. With each enemy you defeat you get closer to your final battle against the boss of the game. Before you get to him, you have to defeat all the enemies from the three difficulties. You can do so using either a sword or mace.

1. Our Team:

* Martin: Scum Trainer and Leader;
* Denis: Backend Developer;
* Stilian: Designer & Frontend Developer;
* Stanimir: Designer & Tester

1. Objective:

Our objective is to make fun and engaging games in which you gain new skills and improve your already existing ones with brilliant artwork and design.

1. Code Structure:  
   Code is made of 2 parts main menu, and game.  
   Game part is based on if/else and switch/case function.
2. Design:

All designs were made from our designers: Stilian and Stanimir. They were made with the upmost care, so everyone has a very enjoyable experience.

1. Beta Testing:

Countless hours were given up for beta testing by our tester - Stanimir, so that every single mistake and error was found and corrected.

1. Conclusion:

In conclusion: We want to continue making games similar to this one, to show the world that, yes, you can learn useful skills and information from video games. We hope you enjoy our game.