Math Game

In software engineering, three fellow students and myself developed a game to help young kids learn math. It’s an adventure game built entirely in java using swift for the UI. The game allows teachers to set up a class and add students. The teacher can also manipulate the problems for each level, and look at their student’s results for each level.

My responsibilities for this project were largely in level development. I created the UI for each level and implemented the functionality for failing or passing each level. I also created half of the editable levels that the teacher uses for adding problems to the set of problems associated with that level in the database. I chose to add this in my portfolio because it shows my ability to create an experience for the user that appropriately reflects their needs and experience, as well as being a part of a team that created a functional and complete game.