1. Each level will take the form of an overhead view of a mini-golf course.
    1.1. The view of the mini-golf course will be overlaid with a labelled grid representing the first quadrant of the cartesian plane.
    1.2. The course will feature a “tee” as a starting point for the ball.
    1.3. The course will feature a “hole” for the destination of the ball.
    1.4. The course will feature zero or more obstacles between the starting point and tee and the hole.
2. Players will decide the trajectory of a golf ball by entering or augmenting a linear or quadratic expression.
    2.1. Once an expression has been entered, an overlay of the projected trajectory of the ball will be rendered over the golf course. This overlay will update whenever the expression is altered.
    2.2. The ideal trajectories for each level will be designed to reinforce specific concepts from Algebra 1.
3. Once Players have decided a trajectory, they will decide the distance the ball travels along that trajectory by moving a slider.
    3.1. As the slider goes up, a putter will be shown moving back slightly.
4. Upon releasing the slider, the ball will move along the trajectory to a final position determined by the distance slider.
    4.1. If the ball’s final position is within a specified distance from the hole, it will enter the hole.
    4.2. If the ball enters the hole, a celebratory message will be displayed, and a “continue” button appears to take the player to the next level.
        4.2.1. On the final level, the “continue” button will instead return the player to the main menu.
    4.3. If the ball misses the hole, the ball will be returned to its starting position, and the number of attempts for the level will be incremented for the player.
5. The game will display gameplay options and statistics on a user interface, which surrounds the display of the golf course.
    5.1. The input field for the player to enter their trajectory equation and the slider to select the distance the shot will travel will be displayed in this user interface.
    5.2. The user interface will also host a button to exit the current game.
6. The game will display a main menu upon launch.
    6.1. The main menu will contain a quit button to exit the program.

6.2. The main menu will contain a start button, which will bring the player to the first level of a new game.

6.3. The main menu will contain a High Scores button, which will bring the player to a page displaying the local record score for each level.

7. The game will contain a minimum of three levels.

7.1. Each level will focus on a different form of equation.