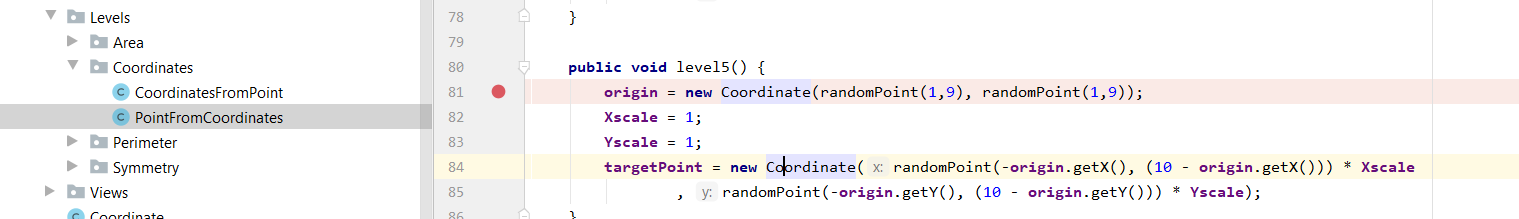
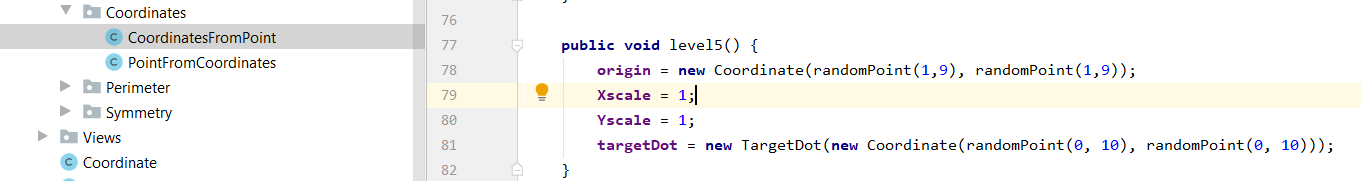
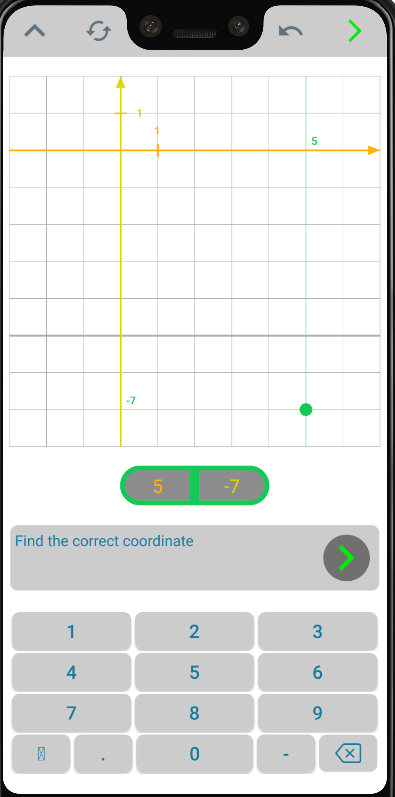
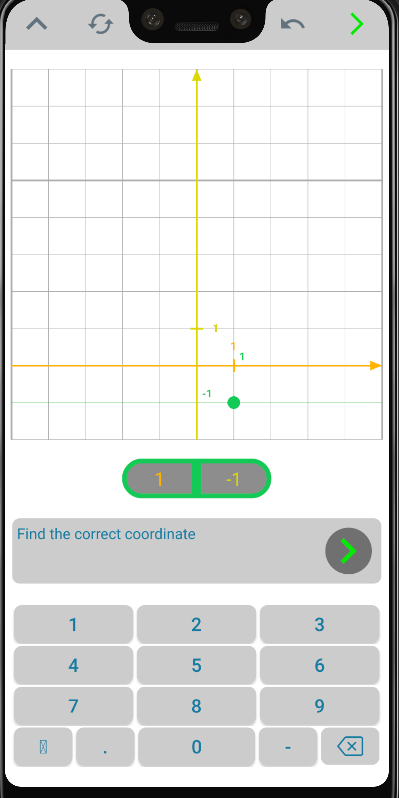
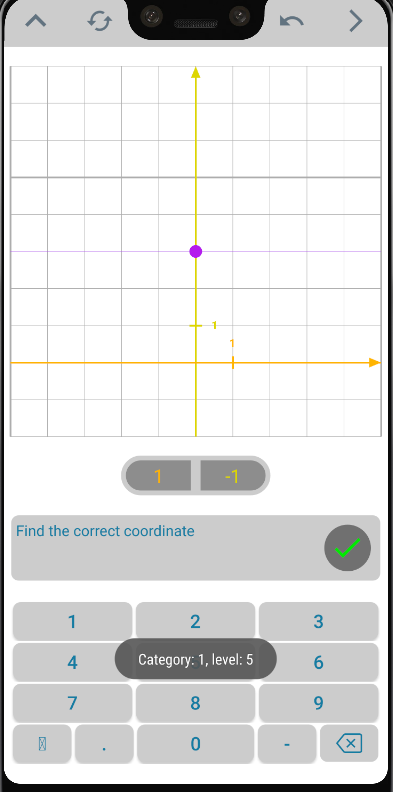
**Mistake in requirements**

The following two function were changed to achieve the random origin in level 5.

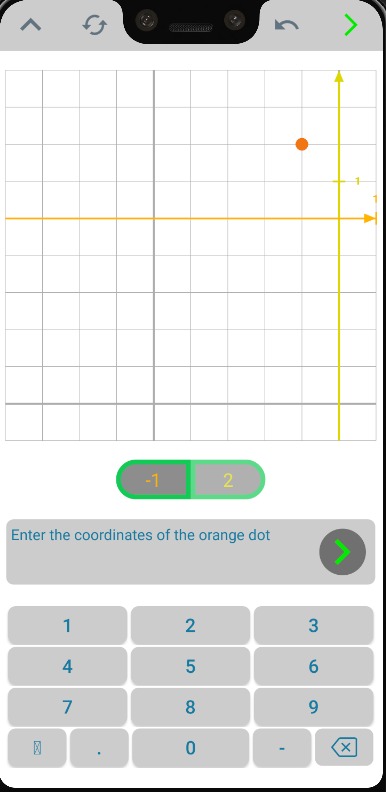
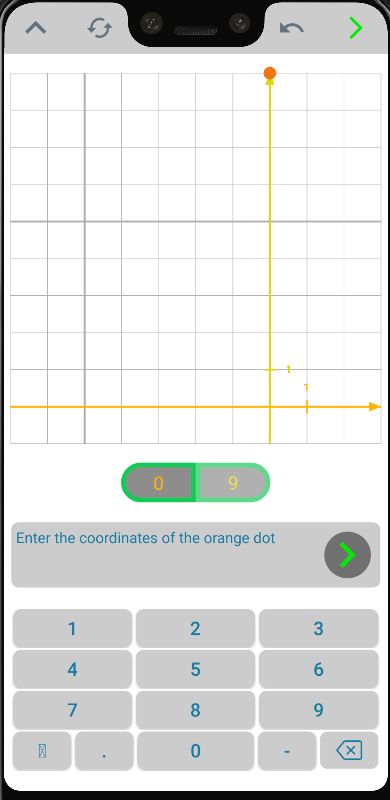




*Test for activity 1:5*

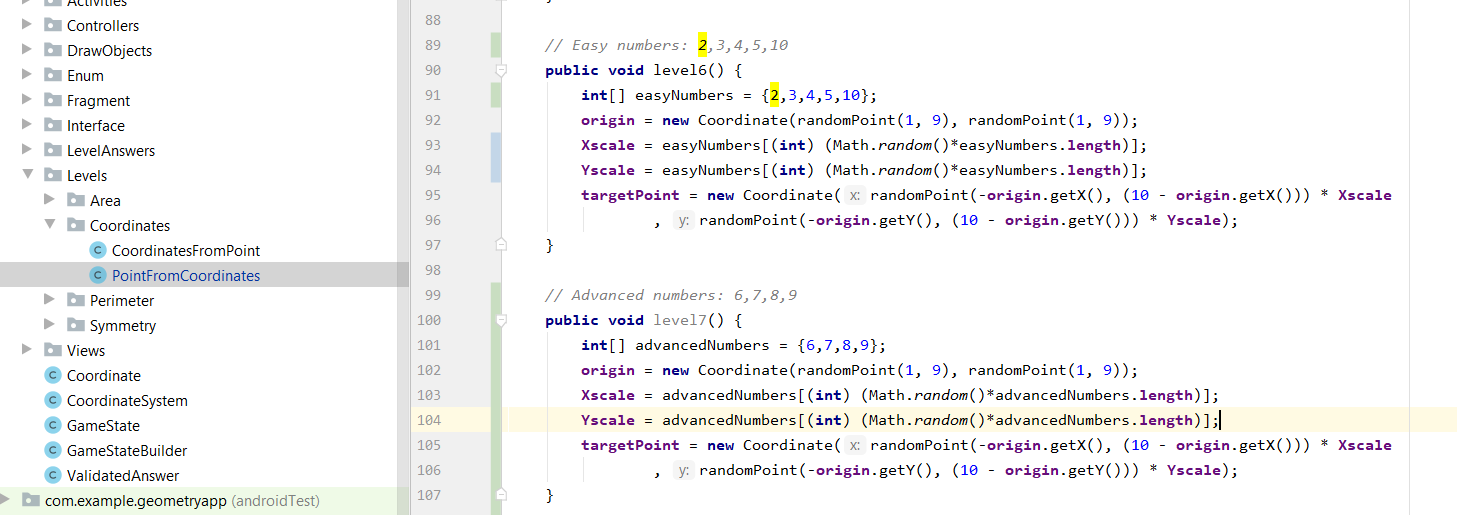


*Test for activity 2:5*

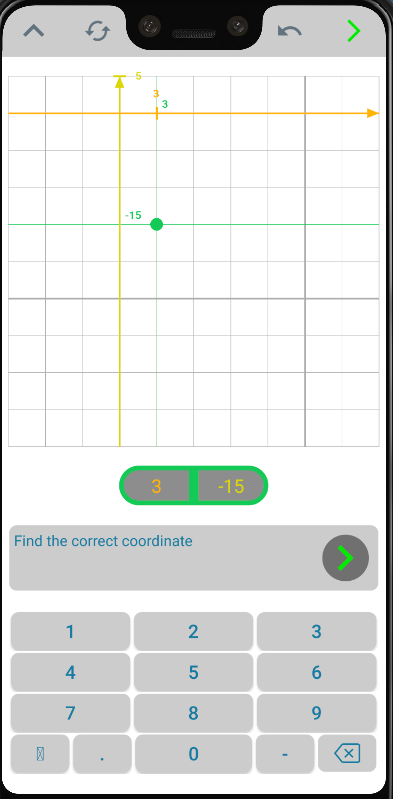
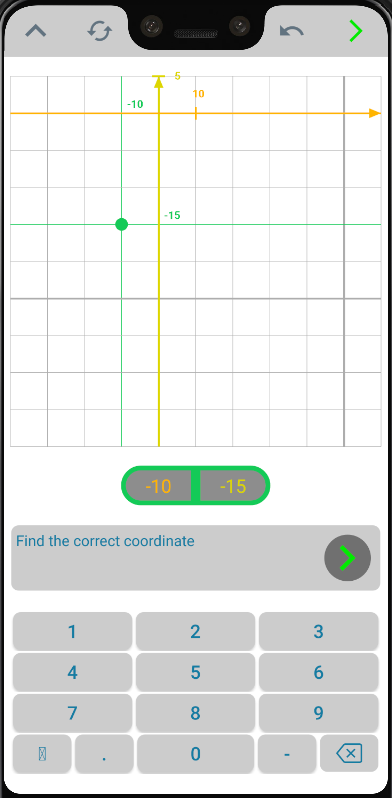


**Random X/Y scales**

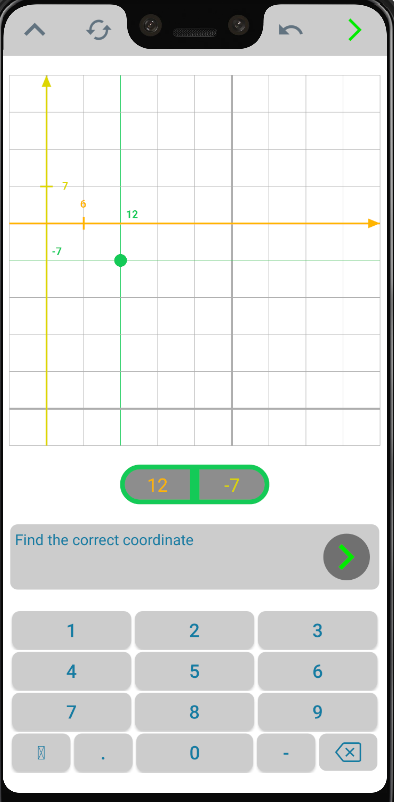
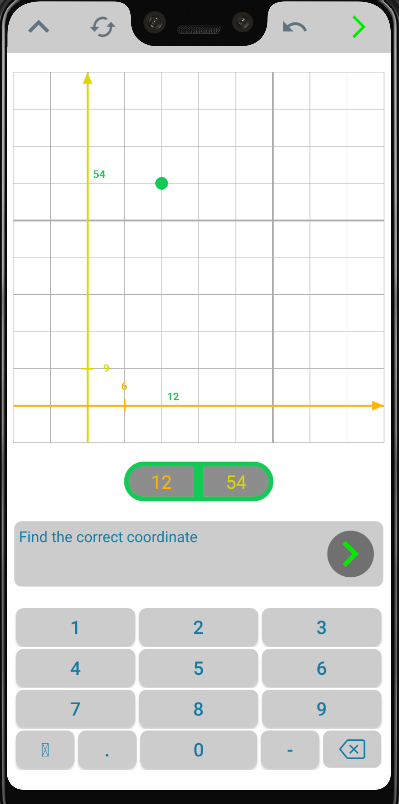
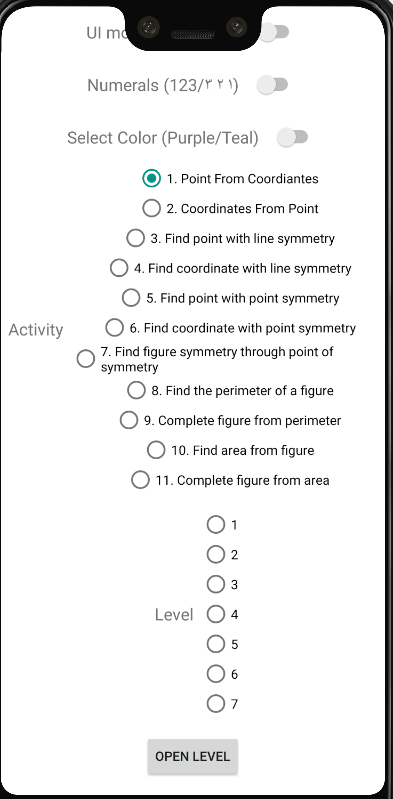
*Activity 1:6 / 1:7*: A new level was created to divide level 6 into an easy and advanced/difficult level as shown below:



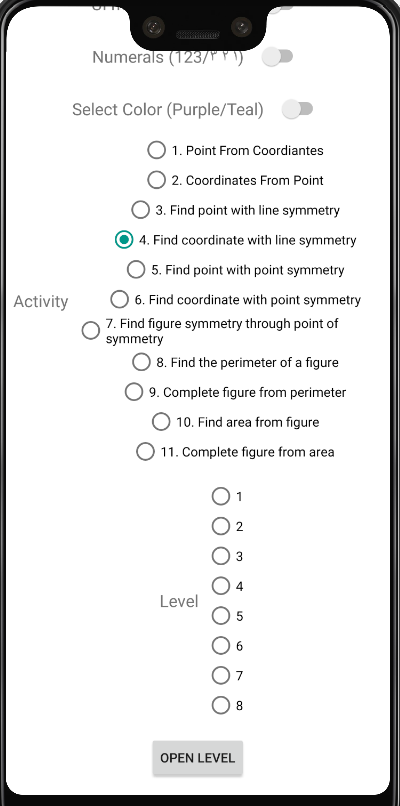
Test of easy level 1:6 with numbers 2,3,4,5,10.



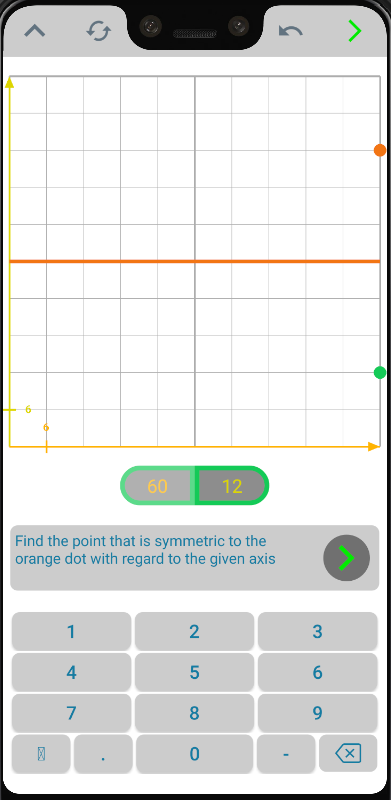
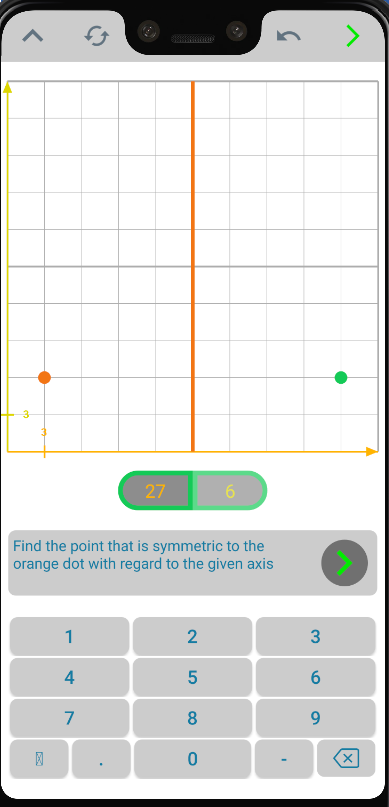
Test of advanced level 1:7 with numbers 6,7,8,9. The test images below shows that a 7th level has been added.



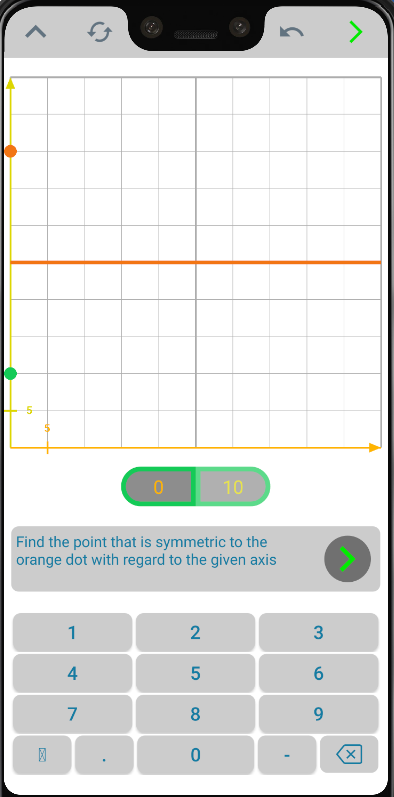
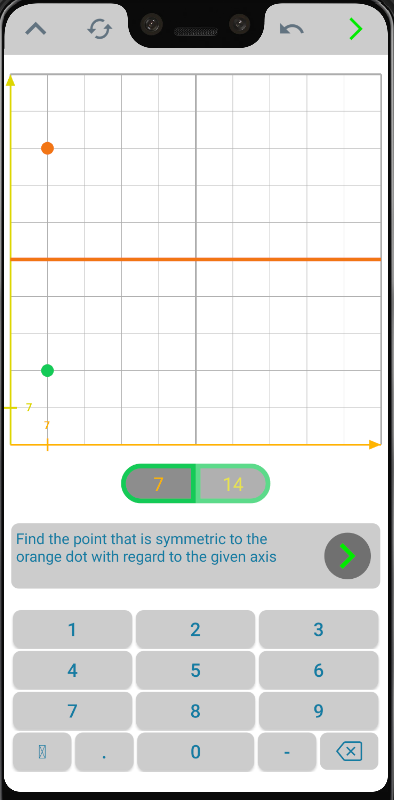
The initial four levels were divided into eight levels switching between easy and advanced/difficult numbers. Hence, eight levels are now available:



*Activity 4:1 / 4:2*

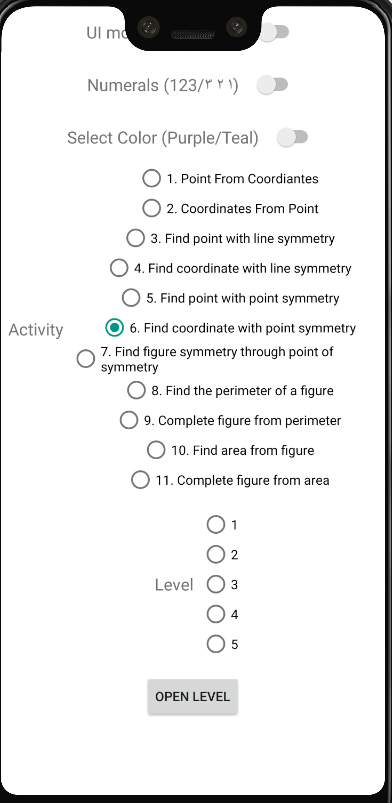


*Activity 4:3 / 4:4*

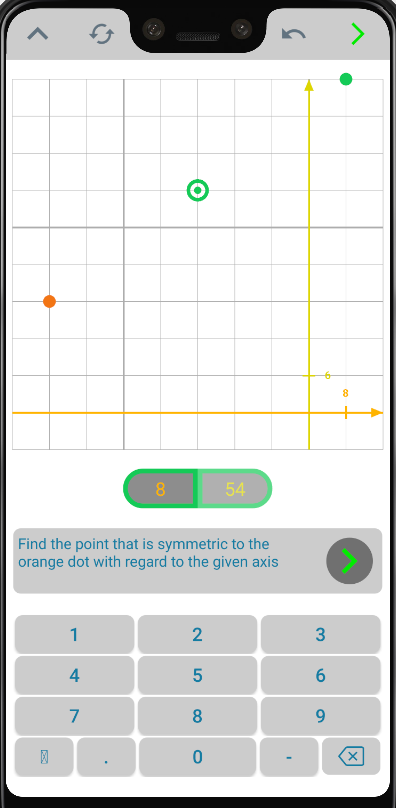
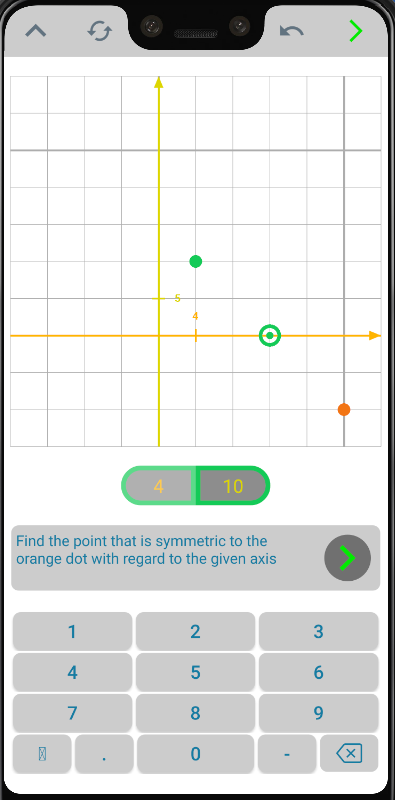
 

Activity 4:5 to 4:8 has not been documented.

To make activity 6:4 with easy and advanced numbers, a fifth level was added

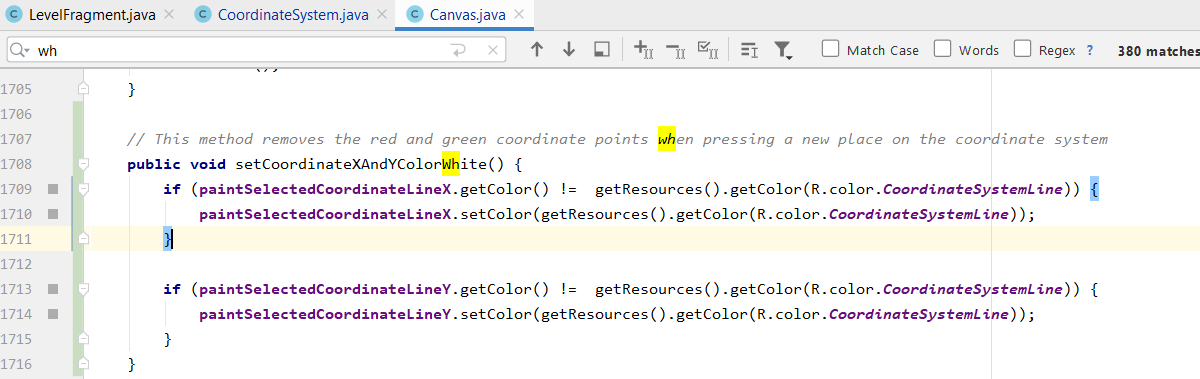


*Activity 6:4 / 6:5*

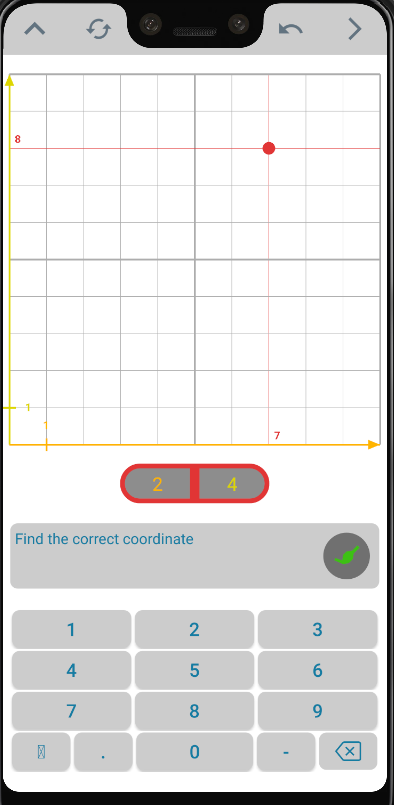
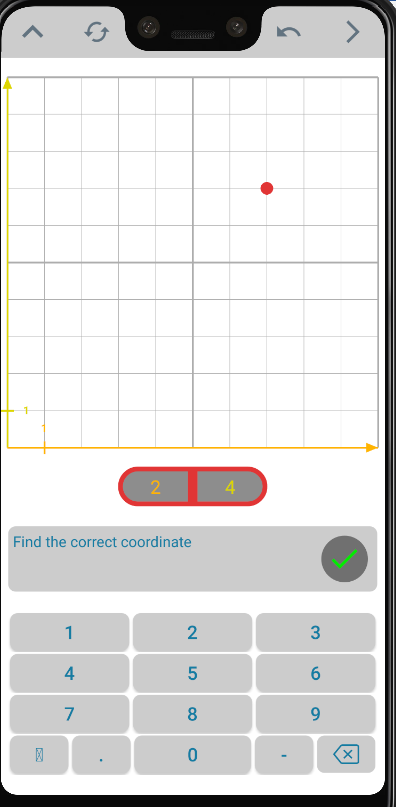


**Remove coordinates on axis when user choses a new point**

To remove the red and green coordinates after a wrong answer, a method was added to the touch event on the coordinate system. At every touch, an eventual red and/or green line will be set back to default (the color “CoordinateSystemLine”). The color is defined in “Values”.



To test the implementation, a wrong answer was selected in activity 1 as shown below. The wrong answer highlights the lines with red. The image to the right, shows a new click, where the lines has been removed.

Test with partial correct answer can be seen below. As expected, both the red and green line and coordinate is removed.

