        Collect the minimal amount of numbers and operators to achieve the target number.

        Each item can be reached be a puzzle such as location in a maze or overcoming a move by a fencing 🤺 adversary etc.

        After completing each level the story narrative will lead into the next level if the player has started the minimal points.

        While working on each level

o   Hints will be available for point deduction

Assets:

        Numbers

        Operators

        Timer/Stop watch

* Player

Scenes

        Story

        Puzzle

Scripts

