Conflux is a puzzle game that engages the player to solve arithmetic math challenges in an informal way. The objective of the game is to create series of link to connect the starting node to the end node without getting trap within the game space. At the same time, the player needs to accumulate enough energy by selecting nodes with specific properties that alters the energy point and to reach the end node. Also, the game is level-base puzzle; therefore, the level becomes difficult as the game progresses.

From the developer point of view, the game is worthy of making due to the extensible implementation of level. The developer can implement more levels even after the development is complete by simply modifying the text file without modifying the code. The game is structured that it reads a text file and loads strings to construct a level map. It helps separate the task of coding the game and of designing the levels; hence, the game becomes modular.

From the user point of view, this game is worthy of playing due to it challenges logical thinking. The user might be aware or unaware, but it is a form of exercise for the brain and of educational activity. The game is designed that the player forgets about arithmetic math during gameplay and sees it as casual puzzle game with its minimalistic graphic without the presence of numeral symbols (in the final product there won’t be any number and I will be using PVector class learned in class to make animation). Also, it is worthy of exploring due to it can provide an extensive long challenging gameplay depending to the number of implemented level.