Fall 2017 EC327 A1

Group Name: Gamer

Group Member: Henry Bojanowski, Qian Zhang, Opara Chukwuemeka Emmanuel, YuHang He, JinHyun Park

Our project is a Meta Calculator game that is a social commentary on students’ over-reliance on calculators which is also a metaphor on people’s over reliance on technology. The calculator, after the test, will be the same to regular calculator, but the user need to pass a test first, and the score will determine the functions of the calculator. The keyboard of numbers will be presented when the user opens the calculator, but the four basic operation signs, +, -, \*, /, will only be presented but disabled. There will be mathematic question displayed, and the user needs to calculate the result of the question and enter the answer on his or her own. The back-end code checks the accuracy of the answer and text output will tell the user whether or not the answer is correct. The user can trigger next question by clicking the “next” button. There will be four questions in total, and all are basic sum or difference questions. After the four questions have been answered by the user, the back-end code either disables or enables the operation signs depending on the score. If the user gets all correct, then all the operation signs will be activated; if there is one incorrect answer, then all operation signs except “+” will be activated. The order of the signs being disabled will be +, -, \*, /. We designed this program because we think that modern people rely too much on the technology, even for very simple mathematical questions. We’ve shown this app can help people practice handling simple mathematical problems, which is helpful in daily life when calculator is not accessible.