**CHANGES and ADDITIONS to SKELETON CODE**

* **ADDITION:** Moves left
* **CHANGE:** Scoring system (Adding 2 and –1 at the end, adding 1 every time, if it is wrong it is –1)
* **CHANGE:** wrong input ask again instead of –1
* ~~ADDITION:~~~~add the exponential in the possible operations~~
* ~~CHANGE: accept spaces in input~~
* ADDITION: accept brackets
* ~~ADDITION: ask to play again~~
* ~~ADDITION: exception handling~~
* ~~Leaderboard~~
* ~~Moves left~~
* ~~Play again~~

Can use a number more tan once

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| --- | --- | --- | --- |
| **ADDITION** | add the exponential in the possible operations | ConvertToRPN()  EvaluateRPN()  CheckIfUserInputValid() |  |
| **CHANGE** | accept spaces in input | PlayGame() |  |
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|  |  |  |  |
|  |  |  |  |

* **MovesLeft**
* **Exponent**
* **Brackets**
* **Spaces in Input**
* **Negative Targets**

**IMPORTANT NOTES**

* **If there’s multiple instances of a number and you write an expression that finds it, all the instances get removed.**