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Term Project

**Requirements:**

The program will have a set of levels that the user goes through to complete the game. Each level will have a task that must be completed. In order to complete that task, the user must correctly enter a math question that is randomly generated. I will most likely do four levels: addition, subtraction, multiplication, and division. On each level, the turtle will have to find a treasure. The turtle will have to move to find the treasure, so movement point will be earned by correctly answering the questions.

Some input that will be required will be: player movement with arrow keys, starting and stopping the game, key entering the answer into textbox, setting up a properly sized turtle screen. The turtle will also have preset input for movement and the angle of turn. Turns will not cost a movement point. The beginning could also have the user input how many treasures they want to find on each level. The outputs will include the pop-up text box with a math question, the turtle actually moving and turning, a victory picture when the treasure is found, a box saying how many movements remain that updates as player moves.

Schedule:

* Oct 29 – Finish requirements Document
* Oct 30 – Complete Pseudocode Draft
* Nov 5 – Complete code and test plan. Start Flowchart
* Nov 19 – Complete Flowchart. Prove Evidence.
* Nov 26 – Prepare presentation and finish any details.