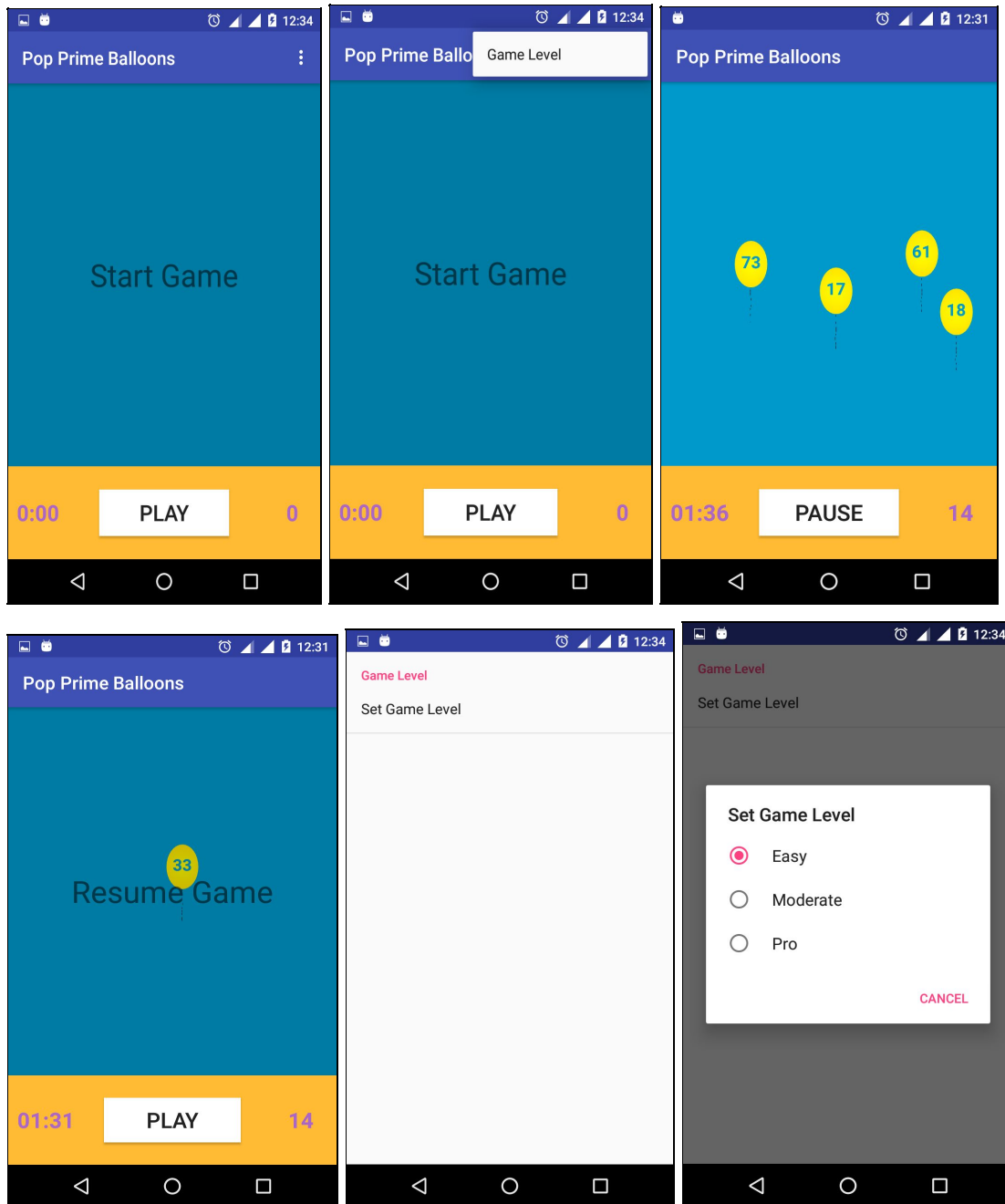# Prime Tester

Problem Statement

Design an app which has balloons moving up slowly. Each balloon has a number between 1 and 100. User should identify prime numbers by tapping on the balloon. Each time user taps correctly he gets a point. The game runs for 2 mins. When a balloon is tapped show some audio/visual feedback. If the number is prime, the balloon pops or number flashes. If the number is not prime something else happens (which you can decide).

Screenshots

Description

PrimeTester allows you to play game, where you need to click on flying balloon which contains prime number in order to earn points.

How It Works

In order to gain points user need to pop the flying balloon, where on each click upon balloon, It will disappear with popping sound and score(Right side bottom) will increase with animation for each balloon with prime number pops.While for popping balloons user will get 2 minutes before game stops(Time is indicated on Left side bottom).Besides this user can change game level on start of every new game.

Functionality

1. Pause/Resume onResume(), OnPause() of activity.
2. Handled activity destruction.
3. User can change game level on very begining of each game, which leads to change in speed and flow of balloons.