

Scoring algorithm deliverable

My scoring is done pretty simply. The player would start of with 30 points and with every wrong move their point total will decrease by -3.5 points. If they make 3 wrong moves in a row their score will decrease by -5 points until a correct move is made, also with every hint displayed their total also decreases by -2 points. Now if a correct move is made the point total will increase by 5 points and after 3 consecutive correct moves the points will then start to increase by +10 points. This bonus will be in effect until a wrong move is made.