**Universe of mathness**

The galactic consulate and the mathematics master “Andres Aristizabal” have chosen you to be the hero of the universe because you were the best student in mathematics and discrete math class and have the biggest IQ in the entire galaxy. A strong villain that names himself “Mathlactus'' wants to destroy everything after seeing the terrible mathematical abilities that people have. He is the mathematician god and wants to reborn the universe into one that everyone knows how to do math, specially in which everyone knows the graph and dijkstra algorithm functionality.

Your main objective is to survive different levels of mathematical problems and beat the mighty villain “Mathlactus” in less than 3 minutes. You need to solve the problems correctly in order to get access to the fastest way to the final villain, the further you go, the harder the mathematical problems will get. Also, if you get one answer wrong, you will be sent to a door that gets to a slower path and so on, if you don't beat the final villain the whole universe will be destroyed, our destiny is in your hands!



Now, let's explain some steps of the functionality of the program:

* First, the user will enter his/her username.
* Second, the user will get some context of the game.
* Third, the user will start solving the math problems.
* According to the path, the user will get to the villain and will solve the final math problem.
* All the math problems will be different and will change randomly when a new game is started.

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