MATH METER

TEAM MEMBERS

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DESCRIPTION

The project is based on a game that tests your mathematical skills and speed. It is a game in which you have to choose 2 bubbles (button) which represent operands and a third bubble which represents an operand that is either a \*,+,-. The expression thus obtained from the bubbles is then evaluated. If it is the expected answer the score is updated. Three difficulty levels are offered based on the timer. Once the timer runs out the final score is displayed to the user. The instructions on how to play is also provided in the website.

Materialize, a front-end framework that has been used in the project mainly for styles. The logic of the game is taken care of by javascript and the animations by CSS.