

Draft of Project

Phase 1:

- Welcome
 - Rules
 - Rounds
 - Username
 - Score/previous scores
 - Start game
- characters?

Main Ideas:

- Provide arithmetic study with a fun game. Aiding in my sisters math study.

Player 1/2.

Phase 2:

- Displayed game in action.
- She loves harry potter. So use that theme.
- The input includes solving simple math.
- In a harry potter environment.
- Progress is shown through getting to the end of Hogwarts.
- Changing app state through different parts of Hogwarts.
- Loops: Present math problems in different rooms
- Vectors/Matrices: Utilise for storing game data.
- Conditional Execution: Use to check correct answers
- ^ lets use progress
- Functions: Manage different aspects of the game.
- ^ Animation/Challenges.

Phase 3:

- Display who won each round.
- Display the final winner.

Game

Design