Hi Sir, / Mam

I am Developing an app for Learning Chemistry Equations through game mode.

The reason I planned for this idea is, I always forget formulas from Chemistry, Physics and maths

By this Playing Method I will be getting more practice than writing in a paper to study. like me, so many kids can get this easy learning options.

**Game Idea:**

Screen 1 Will collect User name and Password

Screen 2 Will Show a Question asking “what is the Formula of Water” / any other Chemical Formula

Screen 2a Will Show Canon shooter With Alphabets of Formula along with Wrong Alphabets randomly.

Player has to Shoot Correct Alphabets to Identify Answer

- If he Shoots right Answer the Alphabet will become Green and if he Shoots Wrong letter it becomes Red

- Once he Shoot all Alphabets of the formula in display player will get Success message and Points

- he will get Scores for all Correct Answers Based on Letters

- After each Questions He can Select next Question and move forward

- all his Scores will be stored in Database for his future play.

*PS : When he Shoots Wrong Alphabets He will get Negative Marks and Right Answers Will get Positive Marks , This Negative mark System will prepare him to Learn how Competitive Exam Methods Works and Be careful while attending his Try*

**This is for Working model Concept**

after Approval I will be adding more Questions from maths and chemistry

**Method Currently trying Now**

-Currently I am not using any database and

-added alphabets by creating sprite and adding images

-next I have to do the form and also use game state commands and random for the alphabets

"but I am not sure of what is the command for random in visual code, and feeling confused"

and even when I tried adding database, I am getting an error called "firebase.is not defined".

the cannon is completely done except for the ball, I can add the ball like used in the angry birds.

I now only have doubt in the random command and firebase error.

**Planned Steps are:**

- Create Cannon shooter (Done )

- Add 6 Alphabets Randomly in Screen (Got Solutions)

- Make Cannon Ball Shoots the Alphabets (Struggling to Attach Balls to the Canon for Shooting)

- Make the Alphabets Become Red or Green based on Conditions True or False

- Green for True, Red for false

- Make all Correct Shooting (Green) then Success Value,

Idea derived from this Sample Game : <http://davidbau.com/javascript/cannon-game.html>

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