The goal of this framework is to create a UI based game for mobiles aimed at education.

In the Materials, you will find the GDD (Game Design Document) for this proposed project.

The MVP (Minimum Viable Product) for the project is:

* Must have at least 3 unique games. Each game can use 1 element below but cannot be repeated as the main function.
  + Buttons
  + Input Fields
  + Draggables
  + Sliders
  + Toggle Buttons
  + Scrollbars
  + Dropdown menus
* Must have a profile screen that allows you to choose what user and stats saved via player preferences.
* All UI elements that are interactable must be dynamic in style – possess some sort of animation, interaction, particle, glow, blink, sound effect – something to register to the viewer that they pressed the button and that they are interacting with the game.

**Guess The Number - The Rules**

Guess The Number is a game where you must use your logic to guess a 4-digit secret number selected by the computer at the beginning of the game. The number is formed with digits from 0 to 9; each digit appears once at most.

This number is guessed by you via multiple attempts. An attempt consists of a proposed number, selected by you, and the computer's reply. The computer must tell you, in his reply, how many digits you have guessed on the same position, and how many digits you have guessed on a different position.

Using information from the computer's reply, you must guess the number using as few moves as possible. Good luck!

The score is how many turns it took to solve the puzzle.

**Disc-Peg**

The goal of the puzzle is to move all the disks from the leftmost peg to the rightmost peg, adhering to the following rules:

1. Move only one disk at a time.

2. A larger disk may not be placed on top of a smaller disk.

3. All disks, except the one being moved, must be on a peg.

The score is how many moves it took to solve the puzzle.

int firstEmpty = System.Array.IndexOf (testarray, Vector3.zero);

**Arrange Tiles**

The tiles will be randomly swapped by the computer at the beginning of the game. The player can swap the positions of any two adjacent tiles (sides, top and bottom, not diagonal).

The score is how many moves it took to solve the puzzle.