

Instructions for Math Asteroids

Ruchir Bapat

Year 11 Software Design and Development

Preamble

This game was created to assist in the learning of core mathematics skills at a Stage 3 NSW level. Thus, the game primarily targets children, aged between 10 and 12 years, to improve their efficiency in mental calculations. The game has two difficulty modes, which can be selected from the main menu, however it should be noted that modes will only differ in terms of complexity in sums generated.

Controls

- Use the mouse on the main menu to select difficulty modes, close the game, or see this instruction document. Click on the buttons using the left mouse button.
- Use the numbers on the keyboard to answer sums on Asteroids when in game mode (after choosing your desired difficulty).
- Press the Enter key to finalise and submit your answer to a game. Should you be correct, the spaceship will rotate towards the Asteroid you intended to shoot, and it will disappear off-screen.
- Use the arrow keys on the keyboard to move the spaceship around the keys. The up arrow increases the velocity of the spaceship, while the left and right arrows turn the spaceship in anti-clockwise and clockwise directions, respectively.
- Use the Escape key to return to the menu.