

# Arithmacellarator Technical Documentation

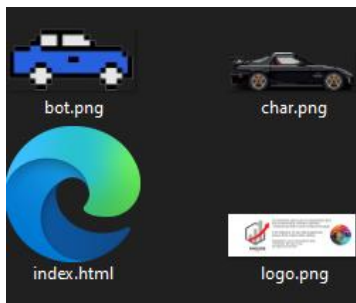
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## Introduction

By transforming arithmetic practice into a dynamic and competitive activity, this project has the potential to revolutionize traditional educational methods, making learning more enjoyable and effective for young students. This project, titled 'Arithmacellarator', was developed for the FinCode Hackathon. The developer is [Sai Adith Prakash](#).

## Setup Instructions

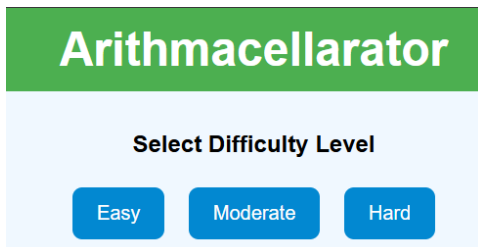
1. Clone the repository from GitHub.
2. Navigate to the project directory.
3. Open the `index.html` file in a web browser.
4. Ensure that all image assets (`char.png`, `bot.png`, `logo.png`) are in the same directory as `index.html`.



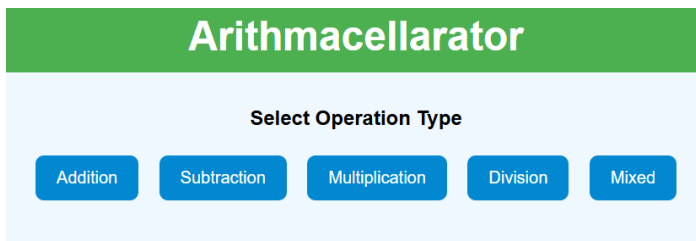
The directory should look like this

## Configuration Instructions

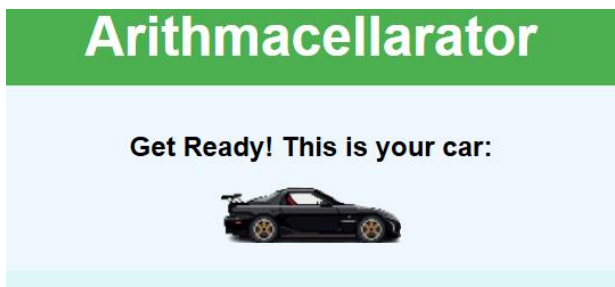
1. The game difficulty can be selected from the initial menu (Easy, Moderate, Hard).



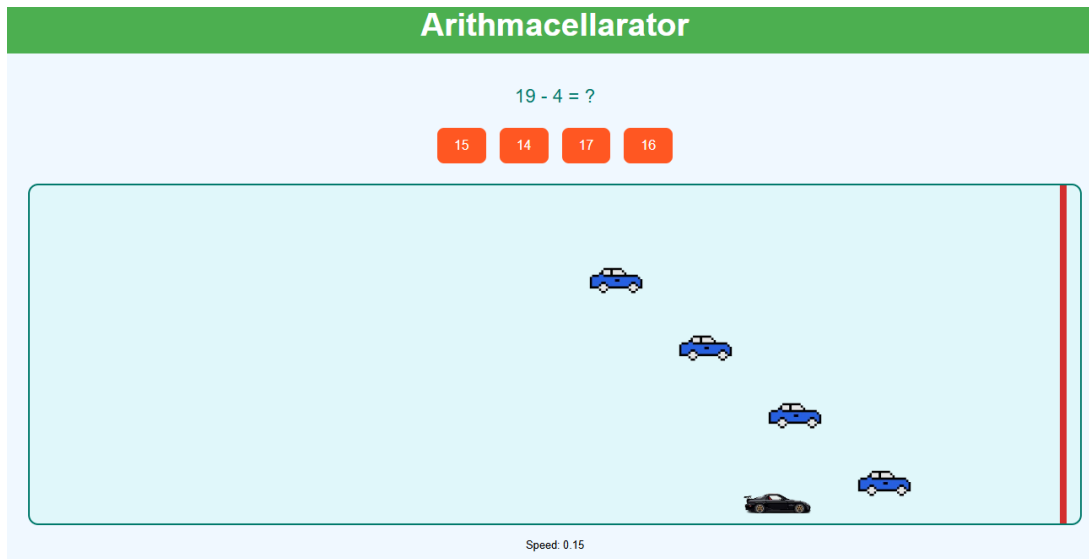
2. The operation type can be chosen from the next menu (Addition, Subtraction, Multiplication, Division, Mixed).



3. The game will begin with a car prompt and display your car.



4. During the game, answer questions correctly to increase speed and move your car towards the finish line.



Thank you for your time. Any feedback and suggestions are fully welcome – [reach out to me](#).

