

Graphics Project

Math Hero

Create a game with the following specifications using OpenGL library:

1. The game starts with a menu that has the title of the game, then three buttons as seen in figure 1.



Figure 1 - Menu

2. The user selects the wanted button by pressing on it using the left button of the mouse.
3. If the PLAY button is selected from the menu the Math Hero game starts;
 - a. The game is a stream of simple random equations (addition, subtraction, and multiplications), that moves from the bottom of the game window to the top (like the cast of the movies), the user tries to solve as many as he can in 60 seconds. The top left corner of the window shows the current score of the user. Figure 2 shows an example of the game play.

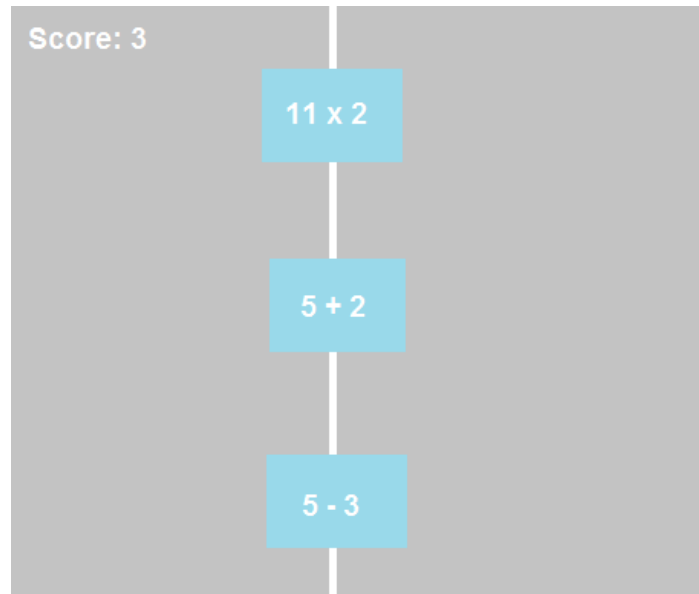


Figure 2 - Gameplay

- b. The user inserts an answer by writing a number on the keyboard then pressing the enter button, if the answer is right; the score is incremented by one, if it is wrong nothing happens.
- c. After 60 seconds of the random equations stream, the game automatically stops, and a window appears that inform the user with its final score and rank, as seen in figure 3.

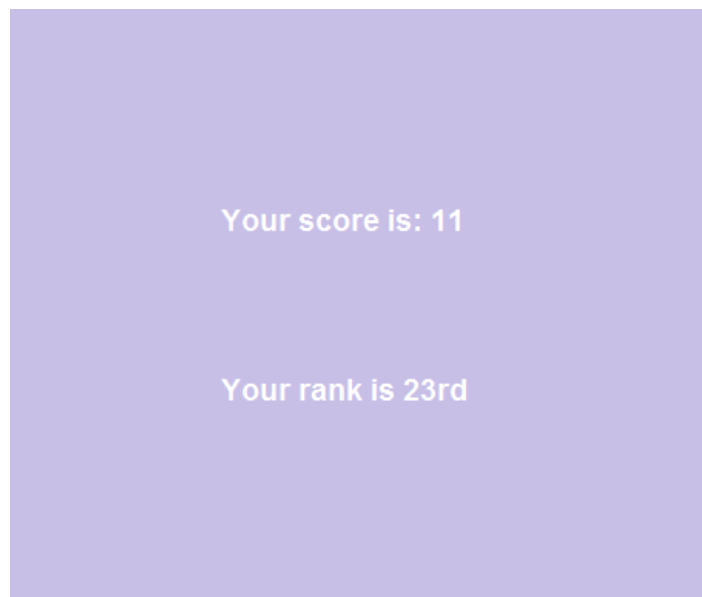


Figure 3 - Score Page

- d. If the user presses the F1 button, the game starts again, but if the user presses the F2 button, the menu is opened.
4. If the HIGHSCORES button is selected from the menu, the top 5 scores are shown, as seen in figure 4.

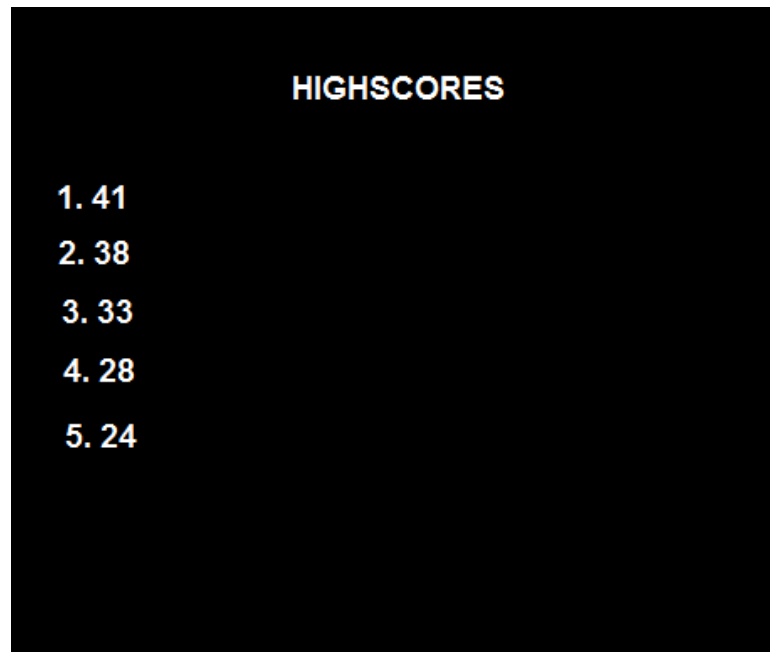


Figure 4 - Highscores Window

5. If the QUIT button is selected from the menu, the game should be closed.