

Multiplication Matching Application

A search based memory tool

Opening Screen

Select your game and press Start!

One
Minute
Drill

Three
Minute
Drill

Five
Minute
Drill

I just
want to
learn

Start!

Opening Screen

Select your game and press Start!

One
Minute
Drill

Three
Minute
Drill

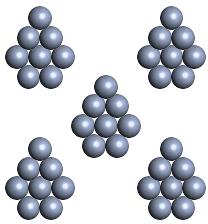
Five
Minute
Drill

I just
want to
learn

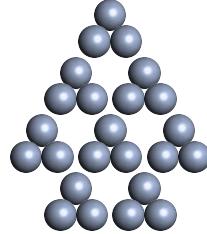
Start!

There are 15 tiles in a 5x3 arrangement. Eight of them are pictures.

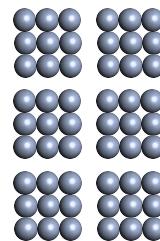
Descriptor



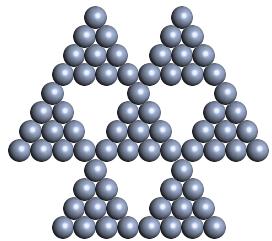
$$5 \times 9$$



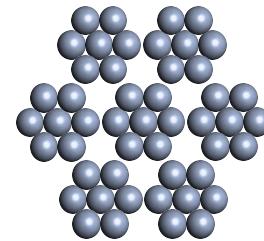
$$3 \times 8$$



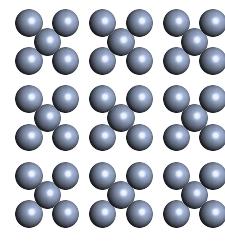
$$6 \times 4$$



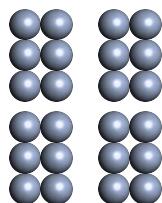
$$8 \times 5$$



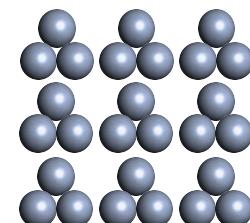
$$9 \times 6$$



$$10 \times 7$$

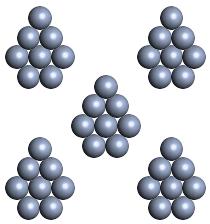


$$7 \times 7$$

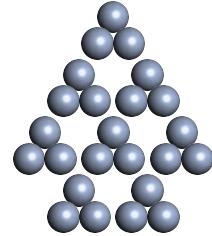


All seven equations will have a match among the eight pictures. There will be one picture that has no equation match.

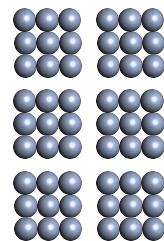
When an equation tile is selected, its border will be highlighted and the descriptor will remain empty.



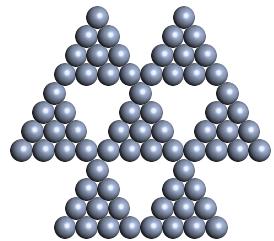
$$5 \times 9$$



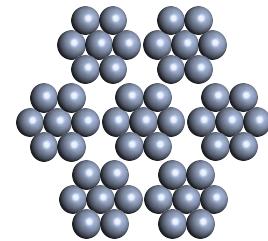
$$3 \times 8$$



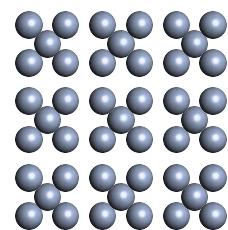
$$6 \times 4$$



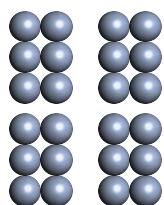
$$8 \times 5$$



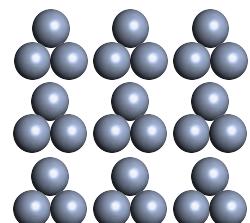
$$9 \times 6$$



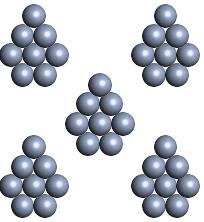
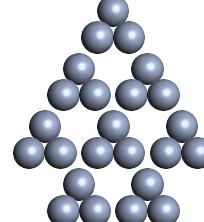
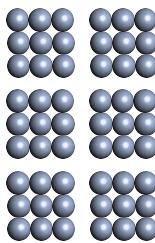
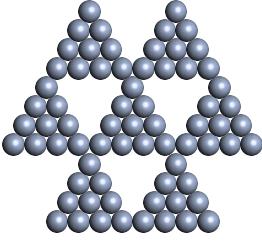
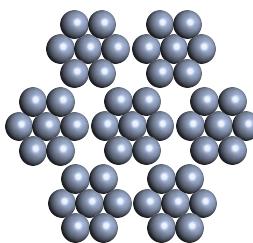
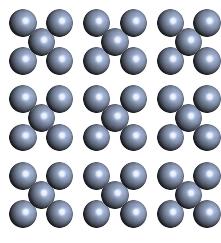
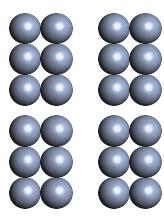
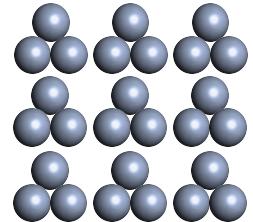
$$10 \times 7$$



$$7 \times 7$$

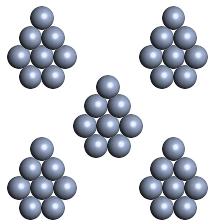


When a picture tile is selected, its border will be highlighted and the descriptor will remain empty.

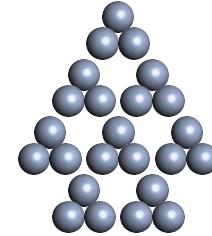
	5×9	
3×8		6×4
	8×5	
9×6		10×7
	7×7	

Touch any tile to select, de-select or transfer selection. The user may not select two picture tiles at once nor can they select two equation tiles simultaneously.

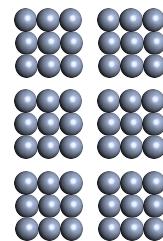
When the user selects an incorrect match, X's will briefly appear to indicate that the match is wrong.



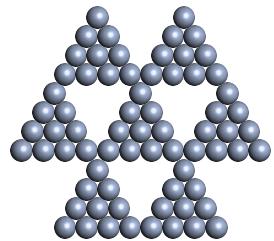
$$5 \times 9$$



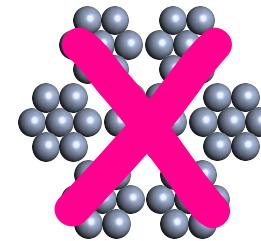
$$3 \times 8$$



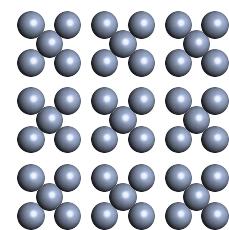
$$6 \times 4$$



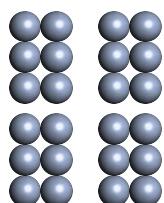
$$8 \times 5$$



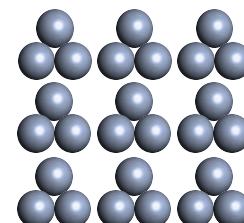
$$9 \times 6$$



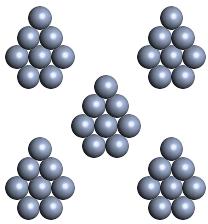
$$10 \times 7$$



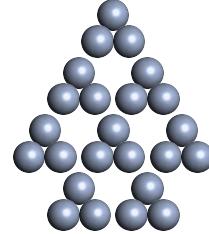
$$7 \times 7$$



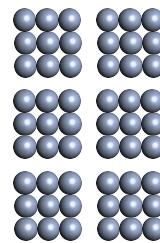
The tiles will automatically return to a deselected state and the user will continue searching.



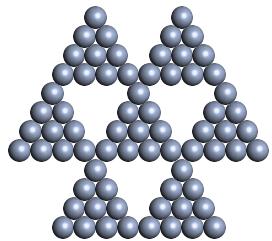
$$5 \times 9$$



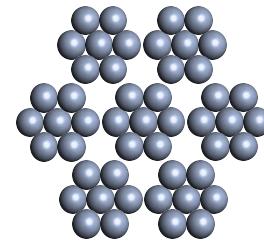
$$3 \times 8$$



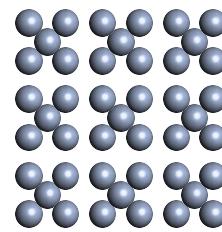
$$6 \times 4$$



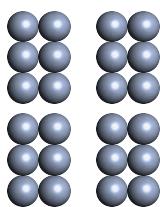
$$8 \times 5$$



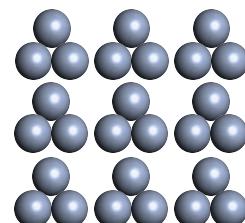
$$9 \times 6$$



$$10 \times 7$$

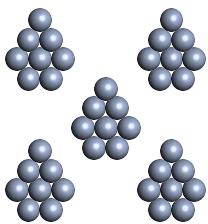


$$7 \times 7$$

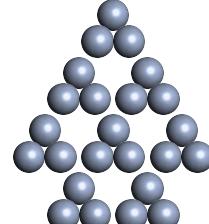


When a correct match is found, the descriptor will become highlighted and show the equation corresponding to the match.

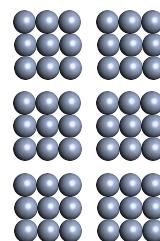
$$7 \times 7 = 49$$



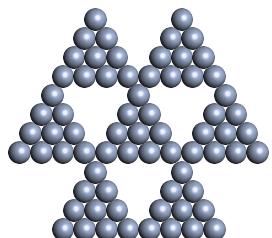
$$5 \times 9$$



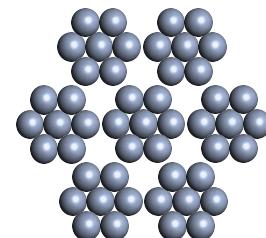
$$3 \times 8$$



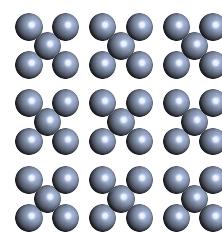
$$6 \times 4$$



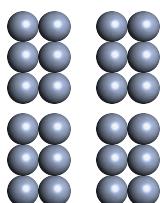
$$8 \times 5$$



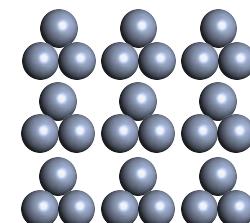
$$9 \times 6$$



$$10 \times 7$$



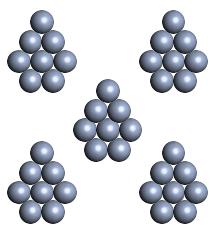
$$7 \times 7$$



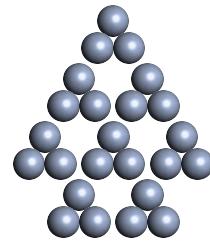
The user will tap the descriptor to pick up the match and refresh the gameboard.

To refresh the gameboard the application will lay a picture tile and an equation tile to replace the match that was picked up.

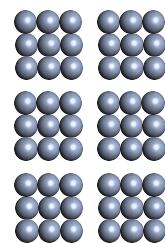
$$7 \times 7 = 49$$



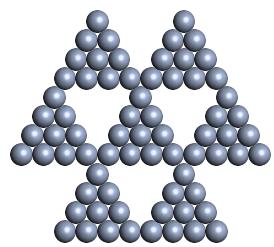
$$5 \times 9$$



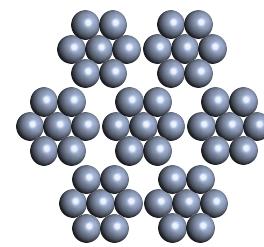
$$3 \times 8$$



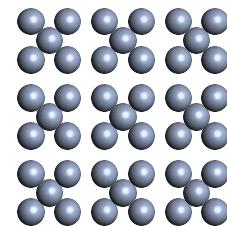
$$6 \times 4$$



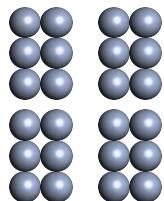
$$8 \times 5$$



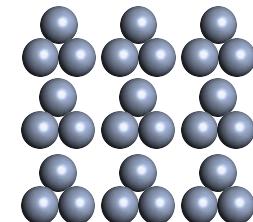
$$9 \times 6$$



$$10 \times 7$$



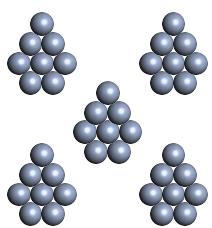
$$7 \times 7$$



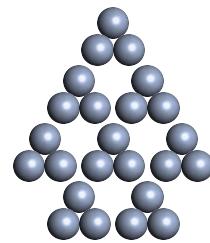
Notice that 3×9 currently has no equation match on the board



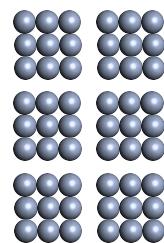
The new equation will match the previously unmatched picture and the new picture will have no equation match.



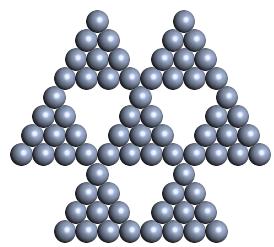
$$5 \times 9$$



$$3 \times 8$$



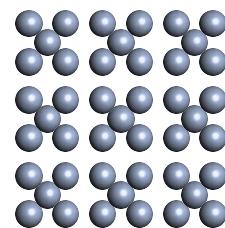
$$6 \times 4$$



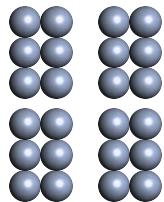
$$8 \times 5$$



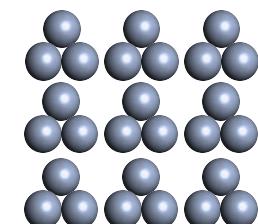
$$9 \times 6$$



$$10 \times 7$$



$$3 \times 9$$



Equation to match the unmatched picture

New Unmatched Picture

Dimensions (W:H in Pixels)

- Pictures: 512x512
- Tile Border: 952.38x600
- Small Border: 476.19x300
- GameBoard w/ Timer & Descriptor:
2900x4050
- Descriptor: 2900x600
- Equations 660x200
- Numerals: 220x220

