



# Math Fun

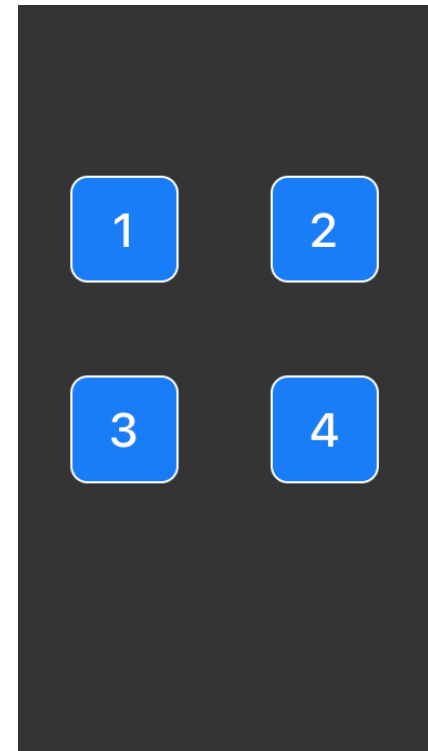
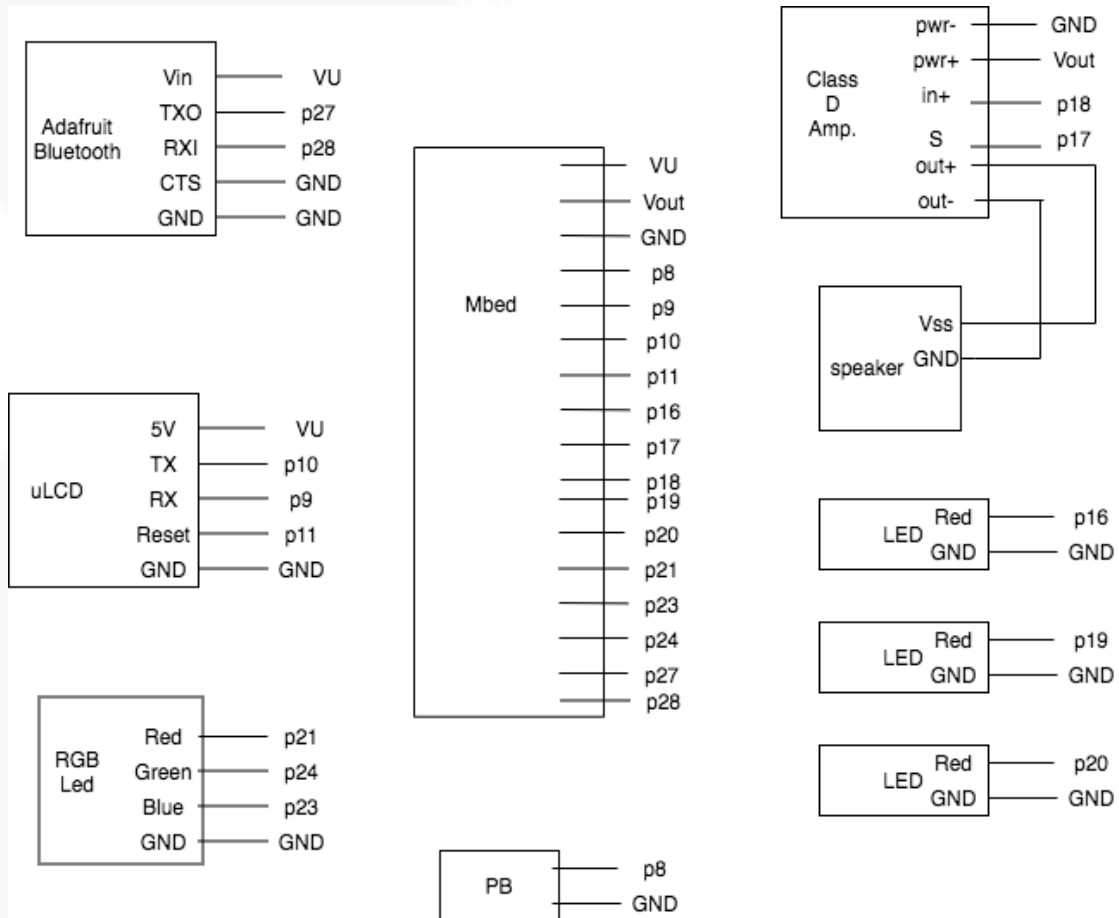
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# Project Description

- MathFun is a game where the player has to answer math questions, displayed on the uLCD, using control pad on Bluetooth app.
- Scores will be kept track of each game and the top three scores will be shown gathered from data stored on the SD card.
- The player can choose a level of difficulty, displayed on RGB LED, which varies the number of questions and time limit to answer each question.

# Block Diagram



# Game Features

- Questions and answers are randomized each time player restarts game.
- The player will have a set number of lives indicated by the LEDs. Once the player reaches 0 lives the game is over.
- A game start video will play on the uLCD when initially booting the game.
- A speaker will play theme music at the start of the game until the player wins or loses the game.
- Timer is displayed in top right corner of uLCD screen

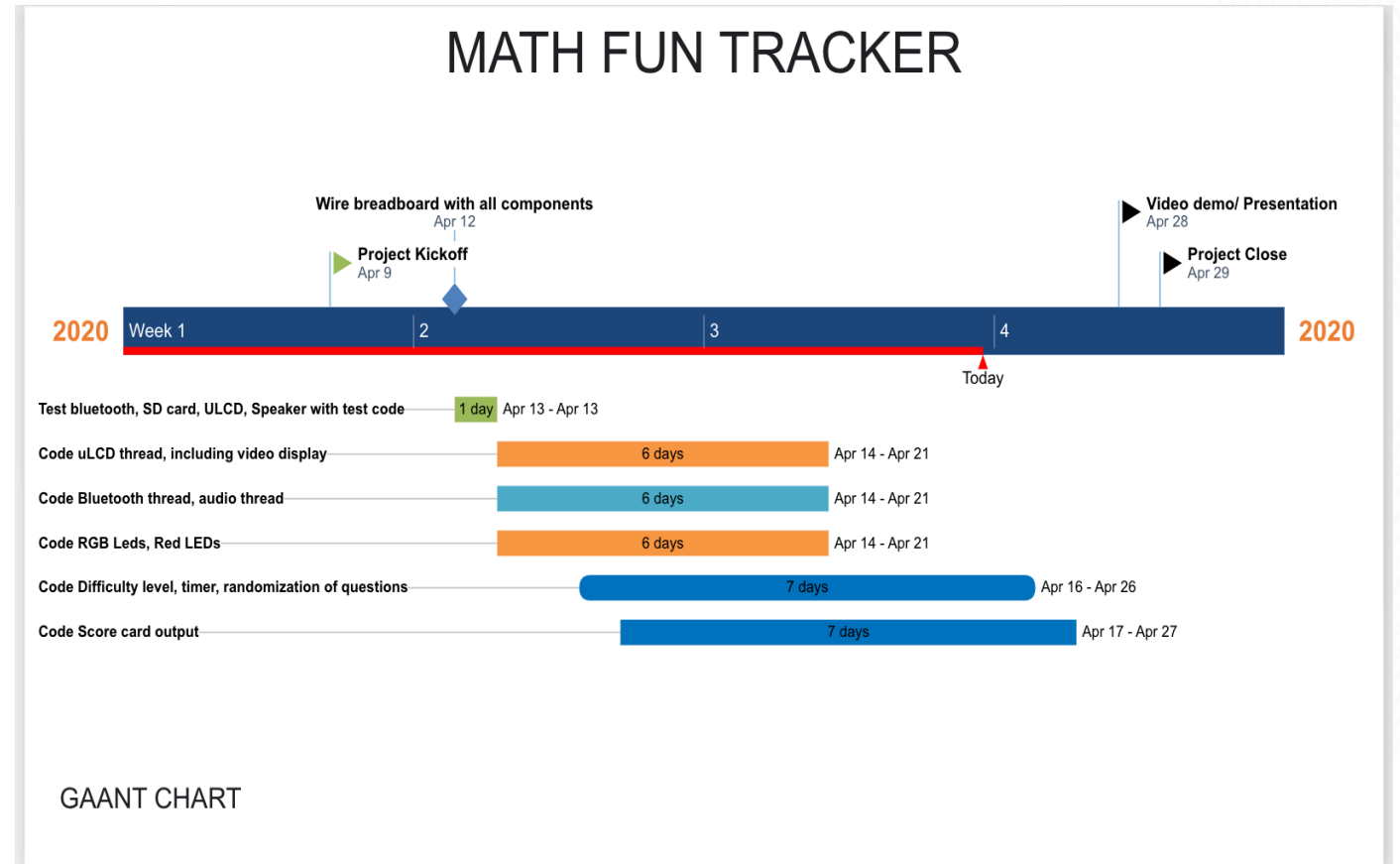
# External Software/ Time Management



[1].



[2].



# Materials

- Project wiki page: <https://os.mbed.com/users/rushib1/notebook/math-fun/>
- Project repository : [https://os.mbed.com/users/rushib1/code/Math\\_Fun/](https://os.mbed.com/users/rushib1/code/Math_Fun/)

# Works Cited

1. Softpedia.com. (2020). WAVtoCode. [online]. Available at: <https://www.softpedia.com/get/Multimedia/Audio/Other-AUDIO-Tools/WAVToCode.shtml> [Accessed 25 April. 2020]
2. 4Dsytms.com. (2020). Workshop4. [online]. Available at: <https://4dsystems.com.au/workshop4> [Accessed 25 April. 2020]