Game 'Make 24'

Seunghyeok Jang

Project Advisor: Dr. Hong Biao Zeng

Introduction

- Basic numerical skills are a must-have in today's world. However, children are not picking up the four basic numerical skills adequately.
- To improve their mathematical skills, they need a way to learn the numerical skills easily.
- "Make 24" is a game for young children who are having a difficult time with basic numerical operations. The game helps children improve their numerical skills by playing this game.



How to Play

- When the New Game button is pressed, the game displays four random numbers between 1 and 1 inclusive.
- The player uses these four numbers to construct an arithmetic expression that results 24 and enters the expression in input field.
- The player can press the "Check answer" butto to check the answer. If the player gets the answ right, the player gets 1 point.
- However, if the player gets the answer wrong, player loses 1 point.
- The player can get the answer by pressing the "Show Me" button, but the player loses 1 point

Calculator — D X		
Problem Display Here Enter Answer: Check your answer here Your score (correct/total): New Game Check Show Me	9 3 12 1 Enter Answer: 12+1+3+9 Good job! You got it right! Your score (correct/total): 1/1 New Game Check Show Me	 Ine p betwee Then Then Then can for result If they Other
Calculator - □ × 9 3 12 1 Show Me Check Show Me	Calculator − × 6 8 2 6 Enter Answer: 6+8+2+6 Sorry, your answer is not correct Your score (correct/total): 1/2 New Game Check Show Me	Image: Description of the second s
Each time the player presses a	button, the corresponding	expr 2. Evalu 3. Com
message will be given. Check: When the answer is corr When the answer is wro	rect: "Good job!, You got it right" ong: "Sorry, your answer is wrong."	4. Disp
message will be given. Check: When the answer is cor When the answer is wro Show me: "You checked answe	rect: "Good job!, You got it right" ong: "Sorry, your answer is wrong." r of above problem."	4. Disp
 message will be given. Check: When the answer is corr When the answer is wro Show me: "You checked answe Show me: "You checked answe Impro Provide four sub games to praskills respectively. Display the problem graphical Make the game available for A 	rect: "Good job!, You got it right" ong: "Sorry, your answer is wrong." r of above problem." Ovement Actice four arithmetic operation	4. Disp Sircar pickin how t https: th-op



FORT HAYS STATE UNIVERSITY

Forward thinking. World ready.

e game displays a problem

- ram picks four random numbers 1 and 13, inclusive.
- program check if these four numbers an arithmetical expression that
- an, then display these four numbers. se, go back to Step 1.

e game checks the player's answer

- t the infix expression to a postfix sion.
- the postfix expression.
- re the results with 24.
- a message accordingly.

References

(2022, November 21). *Children are not* o the four basic numerical skills adequately. odify the Teachin... Azim Premji University. mpremjiuniversity.edu.in/news/2022/basic-ma ons-for-children

Language

sed to implement the game.