The main target of this software project was to build an educational software system for mathematics and logic based on a Windows platform. It included also games for improving visual memory and entertainment. The structure of the software was based on the idea of a Content Management System (CMS). Therefore this software was aimed to manage relevant data, content and e-materials. This allows the users to use this software for different purposes. The Rapid Application Development (RAD) was used as a base method for development of this project. Embarcadero RAD Studio Delphi was used for coding and compiling this software project.

The main interface of the software includes two options (buttons). The choice of option “Math” or “Logic” will open a new interface (form). For example the choice of the option “Math” opens the Math interface where math tasks are. The choice of the option “Logic” will open the Logic interface. There are logic games and tasks. The software system can be used individually or in a group. This software system is useful for secondary schools. The age of users can vary from 12 to 16 years old. Some of the logic games are useful for IT students. The content of math or logic games is possible to be changed.

This application shows high performance, flexibility and light weight in terms of hardware resource consumption and it is easy to use. However, in the future this software can be developed further for other platforms. For example, it can be developed for a Web platform and implemented for phone operating systems such as Android or Microsoft Windows Phone. This will make the software system more portable because a Web application requires only an Internet browser. Additionally the deployment of this software will be easy. In the future it is possible to split a part of this project and to develop it separately. For instance, the Sudoku game is a part of this project. It is possible to split it from this project and develop it separately for other platforms, such as the Web platform or iOS.