

# Technical Requirements

BlueStreak Math is the future of game based learning. Supported device requirements are higher than average due to our robust gaming experience.

## iOS

- 250 MB Available Internal Storage
- iOS 9.0 or later
- 0.5 GB Available RAM

## Android

- 100 MB Available Internal Storage
- OS 5.0 or later
- 0.5 GB Available RAM

## Web

- 200 MB Available Internal Storage
- Chrome 58+ / Firefox 53.0.2+
- 0.9 GB Available RAM
- Windows 7+ / OSX 10+ / Chrome OS

## Recommended Processors

Any archaic processors may affect game speed

- **Cortex A5**  
or newer
- **Intel Core i3**  
or newer
- **Exynos 5 Hexa**  
or newer
- **Intel Celeron N3060**  
or newer
- **Apple A5**  
or newer
- **Octa Core**  
or newer

### QUALITY SETTINGS:

In the game across all devices there exists a quality setting that can be changed at any point in the game. The tech requirements listed above estimate the requirements to run the game in low quality mode. For an optimal high quality performance, improvements on these specs will be required. 2GB of RAM or high is required to play in high quality mode as well as a more modern processor such as the Apple A8 or the Intel Core i7. Generally mid to upper level modern computers and tablets will be able to run this game in high quality mode. Altering the quality settings does not affect the gameplay or academic function in any way. Only special effects, background images and interface details are affected.

# Access BlueStreak Math



## Visit these links to access BlueStreak

*Easily download or access the platform from any supported device*

### Web Student Game Access Point

[bluestreakmath.com/game](http://bluestreakmath.com/game)

### Android Student Game App

[bluestreakmath.com/android](http://bluestreakmath.com/android)

### iOS Student Game App

[bluestreakmath.com/ios](http://bluestreakmath.com/ios)

### Teacher & Supervisor Portal

[bluestreakmath.com/teacher](http://bluestreakmath.com/teacher)  
[bluestreakmath.com/supervisor](http://bluestreakmath.com/supervisor)

NOTE: http calls, browser content caching, UDP and TCP calls should be enabled