This project will transition into an **open-source project**, effective Jun. 10th, 2023. This notice is also posted on our website: https://marine-rescue-seaquel.web.app/. Andrey and previous user testers have been notified of this.

We did not use anything to collect user data, nor did we use any cloud infrastructures.

Research Question: How might Seattle-area students ages 8-11 achieve learning about local marine wildlife and how human pollution impacts them so that they can develop a sense of connection to the natural world through active learning?

You can find our literature review, market research, and initial user research here.

You can find our schedule and backlog here.

Deliverables:

- Demo video
- Presentation slide deck
- Final Product
- Github Repo
- README

Future Work:

- **Word Pronunciation:** Add in recordings of vocabulary terms to help non-native English speakers learn while using our game
- **Quiz Points:** In order to incentivize users to pay attention, we want to implement a point system for when a user gets a quiz answer correct
- **Character Customization:** Points earned through quizzes could be redeemed to customize user's scuba diving character
- **Competition:** Add competitive aspects to make the game more engaging and fun for kids
- **Penalty System:** If the user takes too long to answer the quiz question (or gets the question wrong), their gas tank will decrease

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