

This project will transition into an open-source project, effective Jun. 10<sup>th</sup>, 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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