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.](https://github.com/AaronHoUW/FlapJack/blob/main/documents/Research/FlapJack_ProjectResearch.pdf)

You can find our [schedule](https://www.canva.com/design/DAFX4B5gp0s/Kn7gQ-5iTiHAOZeO90pF3w/view?utm_content=DAFX4B5gp0s&utm_campaign=designshare&utm_medium=link2&utm_source=sharebutton) and [backlog](https://marine-flapjack.atlassian.net/jira/software/c/projects/FLAP/boards/1/backlog?atlOrigin=eyJpIjoiOTE1YzNlNDYyNWE4NDM5ZjkzZDZmMGYzYmExOGM2ZDkiLCJwIjoiaiJ9) here.

Deliverables:

* [Demo video](https://www.youtube.com/watch?v=hnN8uOE6nTk)
* [Presentation slide deck](https://docs.google.com/presentation/d/1IB_CFmyB5FzvSokPNGVuWLipGHELuMevk6bhpkMf5rY/edit?usp=sharing)
* [Deployed Website](https://marine-rescue-seaquel.web.app/)
* [Github Repo](https://github.com/AaronHoUW/FlapJack)

Future Work:

* Implementation of trivia quiz so that kids can reflect on what they learned through our game
* Implementation of competition aspect so that they will stay engaged
* Further user testing so that we can gain new inspiration and features
* Develop the next character’s story so that the kids can meet different species of fish

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