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.

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://pitch.com/public/18c82884-a7d0-4566-97a7-df4ce7d4cbe6/c3fb07ef-4e21-4cee-8a51-52fd2b6d630e)
* [Final Product](https://marine-rescue-seaquel.web.app/)
* [Github Repo](https://github.com/AaronHoUW/FlapJack)

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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