Kids COLOR Book

By Team:

CodePlay

"Its not just a game — it's a first step into creativity."

This belongs to :

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Technologies used (Godot, GDScript)
Target Age Group (5-10 year)

Objective: Our game has fun and educational factor at the same time. Kids don't feel like they are learning — they feel like they are playing. But behind the scenes, they're learning important things about colours and memory.
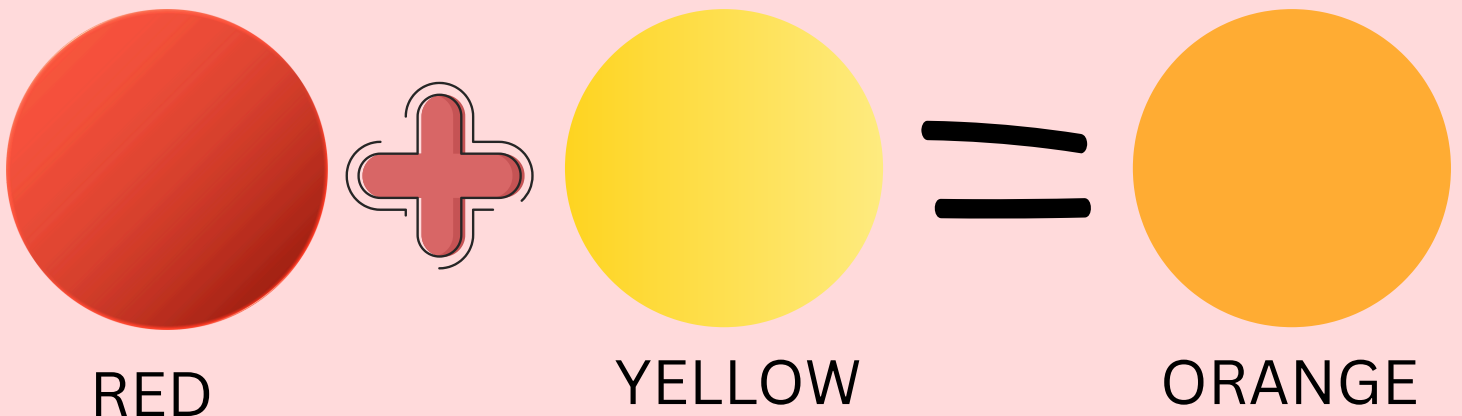
WHY our game matters?

PURPOSE: Our game is an interactive, child-friendly color mixing game built in Godot using GDScript, designed for kids aged 5-10. It helps them visually understand colour theory while having fun. Many young children struggle with identifying colour names and how different colorus mix to create new ones.

Imagine the gameplay.

Example:

"The child selects red and yellow and sees them mix into orange. The game says,

"You made Orange!' with a cheerful animation and voice feedback."

RED   YELLOW   ORANGE

USP OF OUR PRODUCT:

- **Made for little kids:** Big buttons, bright pictures, and cheerful sounds so even young children can play on their own.

- **Learn and do:** First you learn a color's name, then you mix two colors and see the new color appear.

- **Helps in school:** What you practice in the game matches what they teach in early grades, so it's good for home and class.

- **Play and discover:** Kids can try any color mix they like — it's safe to make mistakes and fun to see what happens!

- **It works on any screen** — phone, tablet, or computer. That means it can reach more families and schools without needing special devices.

START   PLAY