

- **Learning English Game**

- Display Pictures of Fruits or Animals, and 3 Buttons one Button contains the right Description of the picture, and the others is wrong so the children must select only one button which describes the Picture
- the purpose of this game is to teach the child English words to describe his feeling or his needs
- Game changed to 'Guess the Feeling' 20/04/2022
- Guess The Feelings, is a game where you must guess the right feeling, it is a competitive game which allow you to play with maximum 4 players and for each right guess you get 1 score, and lose 1 score for the wrong guess, game has no ending as it repeats itself the game is designed for autisms kids to [help them express their feeling](#)
- **Scripts:**
 - [Generator](#) convert images saved on the disk into questions, and check if answer is correct
 - [Player Control](#) controls the turns, and scores of the players
 - [speech](#) used for turns words into sounds and play them when needed
- Developed By [Hazem Azzam](#)

- **Speed Runner (Corona virus awareness)**

- Displays images, animations, and objects that move through scripts.
- It aims to raise awareness about [COVID-19](#).
- Loading Scene has been developed with awareness tips that appear randomly via script.
- Also, UI Scene was initially set to move between Scenes via script.
- The Main Scene includes the game, by moving the plane in all directions and generating random objects (enemies that looks like corona), with automatic background movement and a counter to calculate the score.
- Developed by [Omar Khamis Allam](#)

- **Arabic_letter_Game**

- There are pictures of animals with letters that express the animal in the picture,
- there is one button above each picture, when you press it; a sound appears that pronounces the letter in the pictures,
- mentioning the name of the animal in the pictures.
- There are two buttons below the pictures as the form of an arrow when you click on it, we can move between images and letters,
- and when we reach the end of the letters, there is a back button through which we can return to the beginning of the letters and use the game again,
- and there is also an exit button from the game so that we can move between other games that are with us.
- Developed by [Abdo Mostafa](#)

- **MainMenu**

- The main menu of the project with good navigation buttons to every scene in the game
 - Load Scenes Scripts
 - Background related to the subject
 - Fancy Buttons to each Scene
 - Make game Arabic Language Based
 - Add the plane movement animation from the Runner scene (by *Omar Khamis*) to the main menu
 - Created by **Abdulrahman Awwad**
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- **School Path**

- School path is a mini game aims to teach children good and bad things happens at the school
- Developed by **Omar Khamis Allam** and **Hazem Azzam**
- *Omar Khamis Allam*
 - designed the UI, Buttons, and Classrooms
 - wrote the story at each classroom
 - wrote the camera and player movement scripts
- *Hazem Azzam*
 - allowed the player to enter the classrooms by knocking on the door
 - check answers to the teacher story at each classroom
 - music after each answer selection
 - wrote the scene Loader and check Answer scripts

- **Street Path**

- Street is a shot scene aims to teach the kids how to behave in the street
- developed by **Abdulrahman Awwad**, and **Abdulrahman Mustafa**
- *Abdulrahman Awwad*
 - designed the Boy character, it's Animations (Move, Jump, Move with packet, Feed and Drop Packet) and their action scripts
 - Make the boy a prefab
 - Design Traffic Light and it's switched every five seconds from red to green or from green to red
 - Add Triggers To every event
- *Abdulrahman Mustafa*
 - Design The Vision and the environment of each Street Scene
 - UI and Sound effects
 - The Idea of each scene
 - Transactions Script
 - Assets and Useful Resources such background and Audios
 - Wrote the sceneLoader scripts