

# Problem Definition

- **Problem space:** mixing the power of graphical animation with education in order to provide a fun way to learn programming concepts.
- **Motivation and scope:** approaching programming can be a hard task, especially for people who try to accomplish such a result on their own. My aim is to create a software that can explain key concepts in a simple and interactive way.

# Software and Hardware

- **Programming language:** Javascript
- **Software packages:** Phaser.js and Angular 2+ (probably including Angular materials).
- **Software environment:** Node.js
- **Hardware platform and OS:** I will develop my software using an HP Laptop dual-bootable with Windows and Ubuntu.

# Planification

