



## Project Details

<b>Title</b>	Teaching Children Maths
<b>Topic Areas [3 keywords relevant to the project]</b>	Education & Web Development
<b>Company Name</b>	IBM
<b>Target Problem [1-3 sentences]</b>	Most games that teach children maths are a little unimaginative and not relatable to children at a young age.
<b>Project Aim [1-3 sentences]</b>	Create a web game to teach children the basics of Maths. It is a sci-fi spaceship web game where the player must battle through hostile NPC alien ship and challenges to discover new technologies and powerups for their ships. The game will be at its core a Card Game - but each card will allow a special attack/defense that the player can deal to the enemy ship/s -but each card will be categorised into Adding/Subtracting (low level) Multiplication/Division (High Level). Use text to speech to interact with the player.
<b>Target Users [1-5 keywords/phrases]</b>	<ul style="list-style-type: none"><li>▪ Primary: School children studying maths at Fundamental Education</li><li>▪ Secondary: Educators at schools</li><li>▪ Secondary: Parents of school children</li></ul>
<b>Technologies [1-5 technologies required in case of project implementation]</b>	<ul style="list-style-type: none"><li>▪ IBM Watson Text to Speech</li><li>▪ Google Chrome &amp; Xampp</li><li>▪ VSCode</li></ul>
<b>Skills Needed [1-5 keywords]</b>	<ul style="list-style-type: none"><li>▪ Web Development (HTML, CSS &amp; JavaScript)</li><li>▪ Software Design</li></ul>