Under the Sea

A Game by Aadya Gautam, Alexia Konsulova, Quinten van Hoegee & Anne van Heeren





Our game is all about teaching children the reality of the internet. There are so many dangers and it is our goal to make children aware of them, but in a fun way.

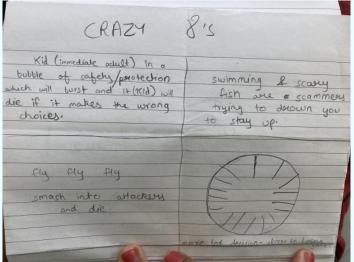






CRAZY EIGHTS

Aadya

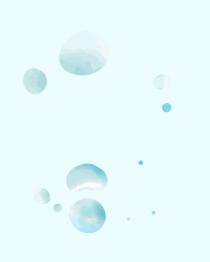






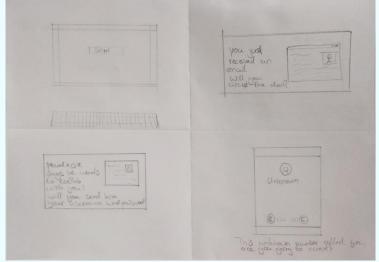
















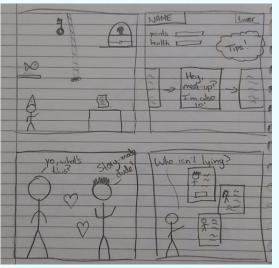
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CRAZY EIGHTS

Quinten





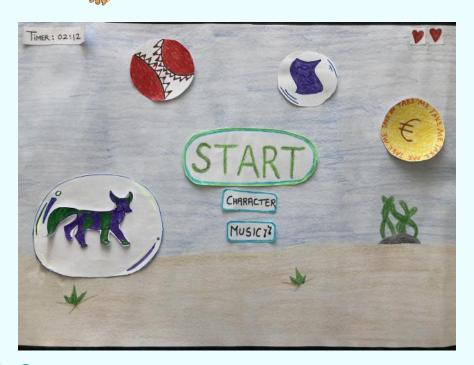


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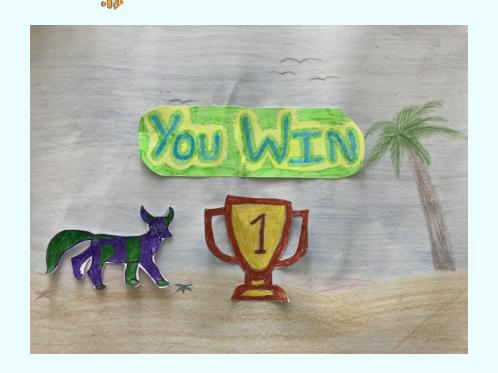


PAPER PROTOTYPE





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WHAT DO THE CHILDREN LEARN FROM THIS GAME?

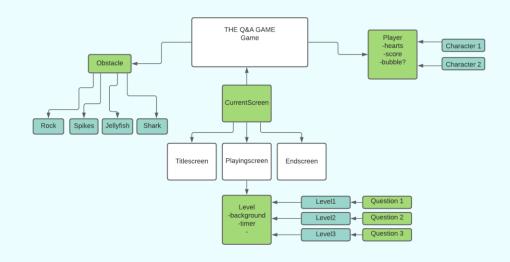
The game includes several topics, like catfishing, phishing, online banking etc.

The children learn how to differentiate between genuine people and scammers online. They become more aware of what's going on around them.

OUR UML DIAGRAM (at the moment)

Our UML Diagram has all the different levels, with different obstacles that can contain questions. It also contains the properties that the player has.





THE DIFFERENT OBJECTS





A ROCK



SPIKES



A SHARK

