**Abstract**

Attention-deficit hyperactivity disorder (ADHD) is described as the most common neurobehavioral condition of childhood. We raise the concern that ADHD is not a disease per se but rather a group of symptoms representing a final common behavioral pathway for a gamut of emotional, psychological, and/or learning problems. “Core” ADHD symptoms of inattentiveness, hyperactivity and impulsivity are not unique to ADHD. Rates of “comorbid” psychiatric and learning problems, including depression and anxiety, range from 12 to 60%, with significant symptom overlap with ADHD. In this project, we have worked on two main parts, the first part, which is to help children with ADHD to overcome learning difficulties, improve the level of concentration, reduce their level of distraction and hyperactivity, by exploiting their love for play and movement, and also by exploiting technological progress. Smartphones and Internet have been growing rapidly along with the modernization

of technology. It has impacted almost all walks of human life in the prominent areas, such as business, education, health and social life. Despite the negative impacts, the use of smartphones should emphasize the positive impacts so that the children can take advantage. Education through a game is a premium project for the education industry. Therefore, here we designed a game application that supports fun learning for children especially those who are diagnosed with ADHD. Gaming, learning, and motivation are three dimensions that are based on our educational game. Learning in interesting ways can be difficult, but many researchers believe that presentations, videos and fun elements can keep the children who are diagnosed with ADHD learn through playing games. In the second part of the project, we focused on something very important, which is to educate the parents of the child with ADHD about their child's condition and symptoms and also about how to deal with their child in the right way and practice positive parenting in order to help their child improve whether Educationally, psychologically or socially, knowing his condition, accepting it and adapting to it in the right way, and also helping him to accept it and not feel anxious, depressed or stressed because of his or her difference. We called our project as Edutropolis Project which stands for Education town. It was designed by using many and different tools and through the following scrum approach in Agile methodology.