**Topic:**

For this project we’ll be aiming to create an educational math game for children. It will be a story-based game where the player needs to solve math puzzles in order to advance in the story. The story will be one that will appeal to our target audience of kids from roughly age 6-10 so that it will keep their attention and make them want to learn. The math puzzles would also be targeted at that age group with the ability to find help either in the app or get help from a teacher. Ideally the story would continue in sequel games and we’d be able to make it into a lasting IP. The game would have background music and narration, as well as visuals to accompany the story to help keep kids engaged.

The game would be released as an application for Andriod, iOS, Windows, and Mac so that as many people would be able to access it as possible. We’d be aiming to receive an education grant so that we could continue work on the game until we’re ready to release and sell the game. We would sell the game in packages to schools so they could receive as many copies as they need, and we’d also be selling it individually. With the release of this game teachers and parents would have a tool to make children want to learn more about maths.

**Motivation:**

With the quarantine in effect more and more parents are finding themselves with their kids attending online school, and it can be difficult to get them to sit down and study without them immediately getting on YouTube or a video game. The idea behind this project is that we want kids to have fun while they’re learning, so that they stay interested and want to learn. Parents and teachers will have much less to worry about if they know the children are interested in learning and it will hopefully make their jobs easier. This project would show future employers that we know how to work as a team, how work on video games, we can use a variety of tools and tech, and we know how to plan a project.

Not sure what to write about how it fits in with current IT trends yet.

(Deb- Edugaming and learning through playing online games is according to StuDocuBlog ‘the latest trend in the educational world and is making one monumental comeback. Game-based learning is education packaged within a neat game. It’s a specially designed game that educates the player within a storyline and interactive content.’(StuDocublog 13/02/2020)

Reference : Reviewed 24th of may 2020, *5 online learning trends that are changing the learning landscape* <<https://blog.studocu.com/en/lifestyle/5-online-learning-trends/>>

**Landscape:**

There are a variety of other educational games online including ones focused on maths, but none of them focus on a story as a way to teach. Most of these games are hosted on websites full of other games which means it’s difficult to make sure children are only playing educational games. They’re also designed to be repeatable, a lot of them being games where if you get too many questions wrong you lose and start again, which can get boring very quickly. Our game would be designed to tell a great story and teach kids math along the way.