Educational Currency Experiences for The Federal Reserve Bank

Introduction:

The experiences we have designed for the Federal Reserve are primarily intended for the education of children, as requested. There are three games in total, to appeal to different age groups and to retain interest in less-supervised children. First, we have recreated the memory-matching game currently in physical use by the Federal Reserve. This involves flipping over coins to match them with a written value.

Secondly, we have created a timed addition game which involves flicking or tapping currency values into a bin and creating a requested value. Finally, we have created a more ‘exciting’ game wherein players tap coins as they fly by to create the required value. This should, hopefully, entice students who are experiencing less supervision to still engage with the content.

Requirements:

Our game is playable in browser with only a mouse or a touch screen needed to play. Most modern devices should run it with no issues. On the backend we will require a database for score preservation, which we would use MYSQL.

Game Instruction:

In the game COIN NINJA, the player will be given a goal amount that they will have to reach, a ninja to slice coins, and a timer. At the start of the game different values of coins will fall from the top of the screen to the bottom in a randomized order. The player then will use the ninja to slice through the coins until the sum of the sliced coins adds up to the goal amount. If the sum of the coins sliced is greater than the goal amount the player will loose. The game will be scored on how long it takes to reach the goal amount. When increasing difficulty, the direction of the coins falling will become more sporadic and some coins might appear less often.

In the game COIN DRAG the player will be given a goal amount, a timer, a target for the coins to be dragged to, and a variety of coins. When the game starts the player will click or touch a coin and drag it to the target until all the coins that have been moved to the target add up to the goal amount. If the sum of the coins in the target are greater than the goal amount the player loses. The game will be scored on the amount of time the player takes to reach the goal amount and number of coins used to reach the goal amount. When increasing the difficulty, the player will be given a more complex goal amount and a larger variety of coins such as the half cent and the two cent coin.

In the game COIN MATCH, the player will be given a set of numbered cards facing down, a timer, and a play counter. Half of the face down cards will have a picture of varied coins, the other half will have a number correlating to one of the cards with the pictures. If the pair of cards picked do not match then they will be flipped back over and the play counter will be incremented. If the pair of cards pick do match, then they will vanish leaving you with less cads to pick from. The score will be based on the amount of time to find all pairs and number of tries. When increasing the difficulty, you will be given more cards and a larger variety of coins such as the half cent and the two cent coins.

A screen shot of a television

Description automatically generated