Hong Kong Diploma of Secondary Education Examination

School Based Assessment

Information and Communication Technology

Option D: Software Development

Topic: Puzzle & mini games

School: Cheung Sha Wan Catholic Secondary School

Name: Tang Hadrian Wai To

Class: 6B

Class number: 30

**Chapter 1 : Introduction**

**1.1: Background**

Nowadays, in this technologically-driven world, children are exposed to various kinds of entertainment such as video games and movies online. However, as the Internet is a free place where anyone can share anything, including some content deemed immoral or obscene by the general public, such as violent games and pornographic films, these children are in need of some games healthier to their minds.

In line with the worldwide trend of protecting children’s use of computers, such as the $170M fine over children’s privacy for YouTube by the U.S. Federal Trade Commission, I have developed a program that provides safer entertainment for children by providing them fun-to-play puzzle games.

**1.2: Aim**

To provide 3 different fun-to-play games that can automatically save progress, in order to train childrens’ logical and critical thinking alongside providing entertainment so that children can be willing to continue playing.

**1.3: Target Users**