

# SRI DHARMASTHALA MANJUNATHESHWARA COLLEGE

**(AUTONOMOUS)**

# Ujire – 574240 DEPARTMENT OF BVOC

**(SOFTWARE AND APPLICATION DEVELOPMENT)**

# KNOWIT EDU GAME APP

By

|  |  |
| --- | --- |
| AMOGHA VARSHA | 221303 |
| ANISH JAIN | 221304 |
| IBBANI | 221318 |
| MONIKA G.L  PRAJWAL .M.C | 221328  221332 |

### PROJECT TITLE: KNOWIT EDU GAME APP

**ABSTRACT**

An education games app could revolutionize learning by combining fun and education seamlessly. Imagine a vibrant platform offering a wide array of subjects like math, science, history, and languages through interactive games and challenges.

Users could engage in quizzes, puzzles, and mini-games tailored to enhance their knowledge while keeping them entertained. Progress tracking features would enable users to monitor their advancement, while the app could provide rewards and incentives to motivate continued learning. Incorporating elements like leaderboards for friendly competition and multiplayer games for collaborative learning could further elevate the app's appeal. By fostering a dynamic and engaging learning environment, this app has the potential to make education not only effective but also enjoyable for users of all ages.

### PROBLEM STATEMENT

The educational games app is a crucial document that outlines the app's vision and functionality. This app aims to revolutionize learning by offering a diverse range of interactive games and challenges across subjects like math, science, history, and languages. Through engaging gameplay, progress tracking, rewards, and leaderboards, the app seeks to make education enjoyable and effective for users of all ages.

By incorporating modules such as user authentication, subject selection, gameplay, progress tracking, rewards system, leaderboard, multiplayer, in-app purchases, notifications, and feedback, the app will provide a comprehensive and dynamic learning experience. This program statement serves as a guide for developers to create a user-centric and impactful educational games app that motivates learning and fosters intellectual growth.

**PROJECT FRAMEWORK =React.js**

**Hardware requirement specification:**

**Operating System:**Windows 10/Windows 11

**Hard disk:** Minimum 40 GB

**RAM:** 2 GB RAM DDR2 or above

100 MB space

**KEY FEATURES**

1. SIGN-IN
2. SIGN-UP
3. CUSTOMER CARE

## MODULES USED:

For an educational games app project, you can consider incorporating various modules to enhance the learning experience. Here are some suggested modules you could include:

1. **User Authentication Module**: Allow users to create accounts, log in, and save their progress.

2. **Subject Selection Module**: Enable users to choose from different subjects such as math, science, history, and languages.

3. **Gameplay Module**: Develop interactive games, quizzes, puzzles, and challenges for each subject to make learning engaging.

4. **Progress Tracking Module**:Implement features to track users' progress, scores, and achievements to motivate continued learning.

5. **Rewards System Module**: Offer rewards, badges, or points for completing tasks and achieving milestones to incentivize learning.

6. **Leaderboard Module**: Include a leaderboard to display top scores, encouraging healthy competition among users.

7. **Multiplayer Module**: Introduce multiplayer games or challenges to promote collaborative learning and social interaction.

8. **In-App Purchase Module**: Provide options for users to unlock additional features or content through in-app purchases.

9. **Notification Module**: Send reminders, updates, and notifications to keep users engaged and informed about new activities or challenges.

10. **Feedback Module**: Allow users to provide feedback, suggestions, and report issues to improve the app's overall quality.

**References**

* Java Tpoint
* Orelly Java books
* Coursera
* Guvi

### Bibliography –

[https://www.coursera.org](https://www.coursera.org/) [https://youtube.com/@CodeWithHarry?si=m0Iug9vj2O070UMN](https://youtube.com/%40CodeWithHarry?si=m0Iug9vj2O070UMN)