Selection of 9 Games

This research will determine the best games suitable for this project's demographic of children while also abiding by the categories and age rating found in "Research, Effective and Appropriate Age Groups" research file. This research is expected to aid in determining nine different games of three category types. This information will affect the selection of games that will be implemented into the project. As a consequence the information obtained will also affect button labels and images representing the games and the implementation of the leaderboard. Task(s) in Jira that represent the work dependent on the research will involve implementation of game button images, game button titles, selection of games, and implementation of leaderboard.

<u>3 Categories</u>
- Puzzles
- Letters & Numbers
- Action Adventure

- Puzzles - this category will familiarize the user with solving simple games like: matching, sliding puzzle, 2048
- Letters & Numbers - this category will help the user commit the number system and alphabet to memory, examples: ordering number from least to greatest, arranging the alphabet in order, grouping vowels and consonants, grouping odd and even numbers
- Action Adventure - this category will enable the user to increase their tactile response and ability to use a computer and a keyboard, these games may even my multiplayer, examples: karts, snake, tic tac toe

- Puzzles
    - Matching
        - https://github.com/weilemann/Memory-Game
    - Sliding Puzzle
        - https://github.com/diox/web-sliding-puzzle
    - 2048
        - https://github.com/gabrielecirulli/2048

- Letters & Numbers
    - Letters
        - https://github.com/rviscomi/word-game
    - Numbers
        - https://github.com/Sujinthan/Speed-Game
    - Spelling
        - https://github.com/moof2k/wordgame

- Action Adventure
  - Kart
    - https://github.com/vrana/games
  - Snake
    - https://github.com/vrana/games
  - Tic Tac Toe
    - https://github.com/imhta/tic-tac-toe-web