Research, Effective and Appropriate Age Groups

Example Childrens Games (Competitors)

- Math Games https://www.mathgames.com/
- Cool Math Games https://www.coolmathgames.com/
- ABC Mouse https://www.abcmouse.com/
- Education https://www.education.com/games/
- Fun Brain https://www.funbrain.com/
- PBS Kids https://pbskids.org/games/
- National Geographics https://kids.nationalgeographic.com/games
- Primary Games https://www.primarygames.com/all-games-a-z/

3 Categories

- Puzzles
- Letters & Numbers
- Action Adventure
- Puzzles this category will familiarize the user with solving simple games like: matching, connect 4, color by number, tic tac toe
- 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, monopoly

Age Rating

- 4+
- The focal audience of this project will be children of the age 4+. This age range will be able to utilize the functionality of the application, while also strengthening core fundamentals of education.

Games

https://github.com/vrana/games

https://github.com/alejandrosobko/tikijuegos/blob/master/README.md