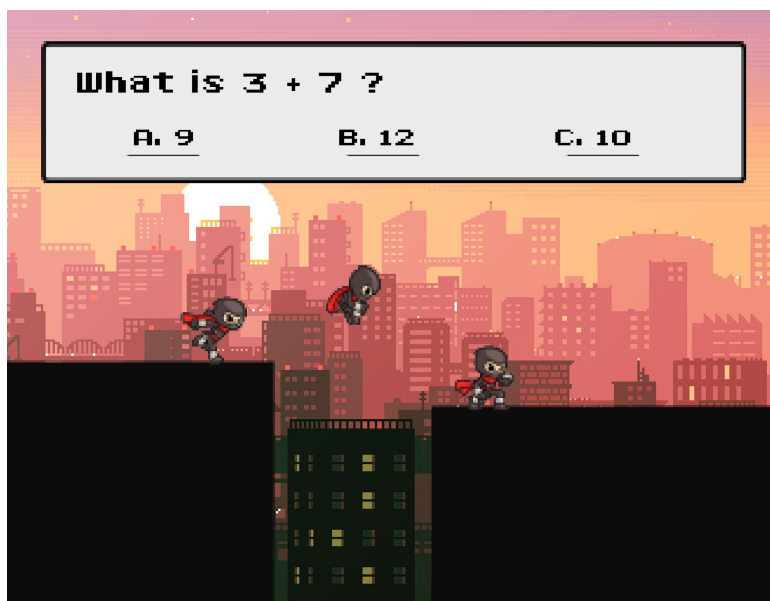NUMBER NINJA

Ideas: 2D (8 and/or 16 bit) Platformer

Format: Web App done via javascript

Technologies: Unity

- Description of the idea
- Drawings and/or diagrams (if necessary)
- Profile of the users — who will use it and how?
- Usage model — how it will be used.

Number Ninja is a fun filled 2D platformer built to educate the age groups 6-7+ on basic math such as addition, subtraction, and number recognition (ones, tens, and hundredth place).

Students will be following the story of parkour skilled ninja named Tau as he navigates through obstacles and hardships, more specifically

high risk jumps, stunts, etc. Students will be the determining factor for Tau's wellbeing and have to answer mathematical questions in a certain amount of time or else Tau's mission will fail.

Teachers will have the ability to add more equations into the game as they see fit. They will be able to see each student's progress history so as to have a better understanding of each student's math comprehension.