**질문:** What is the primary goal of the game developed by the Tight Pattern team?

**답변:** The primary goal of the game is to provide a functional digital therapy for the early treatment of dyslexia in school-aged children.

**질문:** How does dyslexia affect individuals?

**답변:** Dyslexia affects individuals by making it hard for them to recognize letters and words, leading to difficulties in recognition, listening and speaking skills, and writing skills. It can also affect overall intelligence and have a serious impact on their future potential, interpersonal relationships, work life, and emotional and psychological well-being.

**질문:** How is the game designed to engage children?

**답변:** The game is designed with a cute user interface (UI) to make therapy feel like playing, thereby encouraging frequent use.