



Project Specification

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"LET'S COUNT" GAME

An education game for children 4-5 years old. A child could learn numbers 1-9 using this game. To make the game more attractive for children I'm going to use the pictures which look like the pictures drawn by kids.

The game have 4 levels. You can start from any level. On the first level 1-6 items are shown and 6 bottoms with 1-6 numbers are shown, too. The child should choose a right number. On the second level the numbers on the bottoms have random order (for example: "5, 1, 4, 3, 2, 6"). On the third and forth levels the number of the bottoms, and the items which can be shown is 9. On the third level the buttons have right order (1,2,3,4,5,6,7,8,9) and on the forth level the bottoms has random order.

When child done the forth level a funny picture appears.

The main activity - "Start screen"



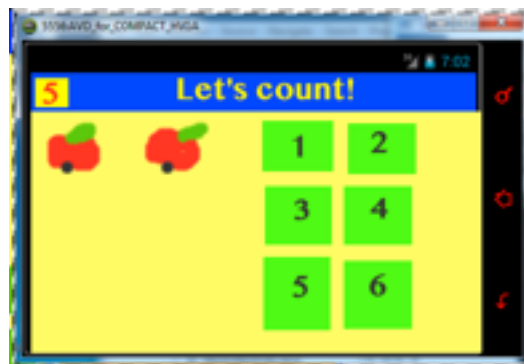
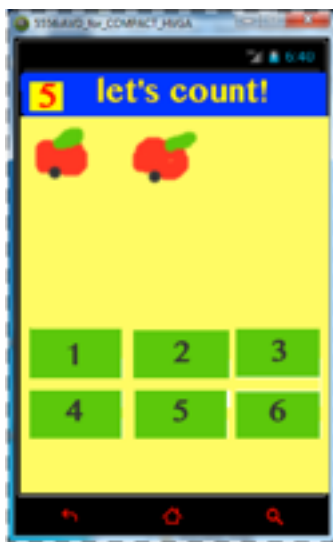
The child can press any button and go to the appropriate level.



The level 1 activity

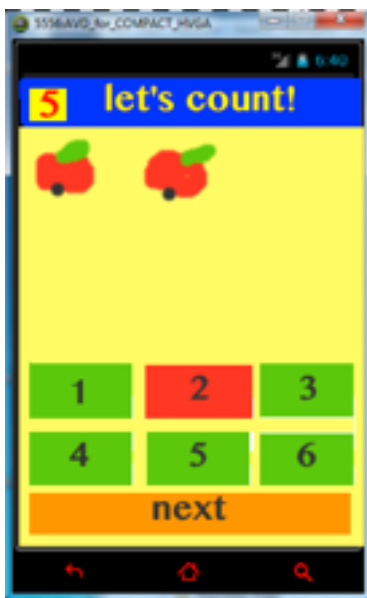
On the first level the app shows 1-6 item. The kind of the item is random chosen from the array of the pictures. There are **10 different pictures in the array** (an apple, a car, a sun...). For example, when two items are shown, If the child is pressing the button other then "2", nothing is changing.

Two is pressed (right answer): A new button with arrow appears. The child can press it to go to the next question. The button is changing the background.



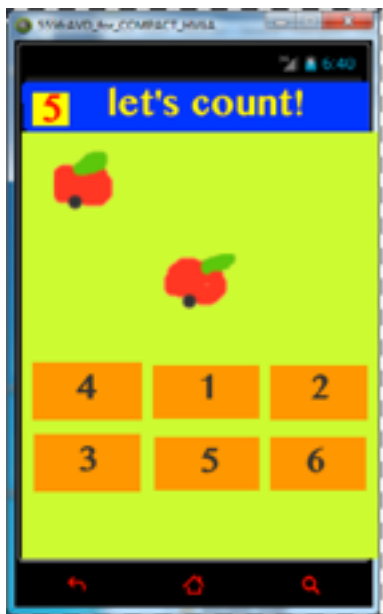
The order of the question for the first level (number of items to show): 1,2,3,4,5,6,1,2,....

When **7 right answers** are gotten, the level is increasing. The level 2 activity.



The level 2 activity

On the second level the random numbers of the pictures are shown. The buttons has **random order** and the random number of pictures (1-6) appear in the random places.



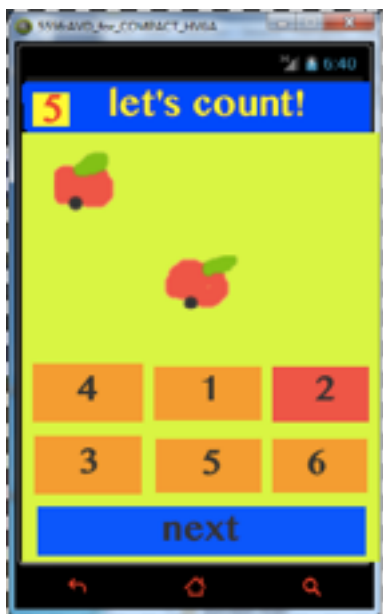
When 2 items are shown and the child is pressing the button other then “2”, nothing is changing.



Two is pressed (right answer):

The button is changing the background.

A new button with arrow appears. The child can press it to go to the next.



When **7 right answers** are gotten, the level is increasing.

The level 3 activity

On the first level the apps starts showing 1 item. The kind of the item is random chosen from the array of the pictures. When the button “1” is pressed (the right answer received), the Button “1” change background, and a new button “next” appears. When the button “next” is pressed, the apps shows 2 items. The level 3 works exactly as the first level. The difference is that apps shows 1,2,3,4,5,6,7,8,9,1,2,3,... items.



When 4 items are shown and the child is pressing the button other then “4”, nothing is changing.

“4” is pressed (right answer): The button is changing the background.



A new button with arrow appears. The child can press it to go to the next. When **7 right answers** are gotten, the level is increasing.

The level 4 activity.

The level 4 works exactly as level 2, but the difference is that numbers of the Items is 1-9 and number of the buttons are 9. The buttons has **random order** and the random number of pictures (1-9) appear in the random places.



When 4 items are shown and the child is pressing the button other than “4”, nothing is changing.



“4” is pressed (right answer):

The button is changing the background.



A new button with arrow appears. The child can press it to go to the next.



When **7 right answers** are gotten, the game is over and “Congratulation” picture appears.



