**Comparison Table**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **App No.** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** |
| **Name** | **Save the Power** | **Defenders of Nature** | **Nature Warriors** | **Save Water** | **Protect the Tree** | **Garden Game for Kids** | **Jungle Doctor** | **Save the World** |
| **Developed By** | **The Flavare** | **Games from YovoGames!** | **Akshay Jhadav** | **Warmodroid** | **MoonBear LTD** | **Miniclub by Bubadu** | **Libii** | **King Abdullah** |
| **Target age group** | **All age group** | **6 - 12** | **N.A.** | **All age group** | **All age group** | **8 & under** | **N.A.** | **All age group** |
| **Rating (1.0 – 5.0)** | **4.7** | **4.5** | **3.5** | **5.0** | **3.8** | **4.3** | **3.9** | **4.8** |
| **Total Reviews** | **23** | **84** | **27** | **7** | **2163** | **8818** | **5567** | **46** |
| **Google play store** | **Yes** | **Yes** | **Yes** | **Yes** | **Yes** | **Yes** | **yes** | **Yes** |
| **Audio** | **Yes** | **Yes** | **Yes** | **Yes** | **Yes** | **Yes** | **Yes** | **Yes** |
| **Visuals** | **Yes** | **Yes** | **Yes** | **Yes** | **Yes** | **Yes** | **Yes** | **Yes** |
| **Reward system** | **No** | **No** | **No** | **No** | **Yes** | **Yes** | **Yes** | **Yes** |
| **Score board** | **Yes** | **No** | **Yes** | **yes** | **No** | **No** | **No** | **Yes** |
| **Appreciation** | **No** | **No** | **No** | **No** | **No** | **Yes** | **Yes** | **No** |
| **Multiple Levels** | **Yes** | **Yes** | **No** | **No** | **Yes** | **Yes** | **No** | **Yes** |
| **Animation help** | **No** | **Yes** | **No** | **No** | **No** | **Yes** | **Yes** | **No** |
| **Downloads** | **100+** | **1000+** | **1000+** | **1000+** | **100K+** | **1M+** | **1M+** | **1000+** |
| **References** |  |  |  |  |  |  |  |  |

**Summary Table**

|  |  |  |
| --- | --- | --- |
| **Name** | **Pros** | **Cons** |
| **Save the Power** | 1. Simple Interface 2. Easy to understand | 1. Game is too fast for children 2. Only one theme with no different level and scenarios 3. Less interactable objects 4. No reward system 5. No end if player is plying good which is not good for children. |
| **Defenders of Nature** | 1. Different levels 2. Multiple activities for children 3. Good Visuals | 1. No reward system or appreciation for children 2. Not enough animation support for children |
| **Nature Warrior** | 1. Simple Interface | 1. Runs too fast 2. Minimal climatic effects 3. No different levels and scenarios 4. No end to the game if player is playing good |
| **Save Water** | 1. Have score system 2. Good theme and background | 1. Water droplets falls too quickly 2. No different scenarios or objects 3. No reward system 4. No specific target to end the game |
| **Protect the Tree** | 1. Different objects used 2. Multiple rounds 3. Uses coins as rewards system. 4. Can purchase new weapons with accumulated coins | 1. Landscape is very confusing |
| **Garden Games for Kids** | 1. Good visuals 2. Good animation support for children 3. Multiple learning outcomes | 1. Difficult to tilt water pot and seed bag |
| **Jungle Doctor** | 1. Good visuals & themes 2. Different animals used to make the game more interactable for children 3. Can take picture in the game at any time | 1. Healing process takes long time 2. Not enough animation support for using treatment tools |
| **Save the World** | 1. Three different teaching outcomes in three different levels 2. Good reward system to motivate player | 1. Stage 3 runs too fast |