**Implementation and Testing**

**Functionalities**

Although implementing all the functionalities in our game within the limited time frame was a big challenge for us, but we were able to achieve this task and have successfully implemented the following proposed functionalities:

* **2D Style:**

We have developed our game in 2d style as it consists of good art work that will suit the children. Also, 2d games runs smoothly on android phones.

* **Audio and visual support:**

We have included audio and visual support throughout the game.

* **Animation:**

Since our game is targeting very young children between the age group of 4-6 years, hence animation support is the key functionality that we have successfully implemented in our game. Through animation support children will be able to understand the concept of game and it will help them in moving ahead while playing.

* **Voice feedback:**

Voice feedback has been included to appreciate the children when they choose correct options. Similarly, it will ask them to choose a correct option if they touch a wrong object.

* **Interactive objects:**

As we have to gather the attention of children when the play the game, inclusion of interactive objects was one of the main factors. We have included both electrical and non-electrical interactive objects.

* **Multiple objects:**

To educate children about different objects that consumes electricity, we used several electrical objects such as: television, electric lamp, table fan, ceiling fan, AC, heater etc

* **Simple interface:**

We have kept the interface of our game very simple so that the children find it easy when they play. We have included progress bar and 3 strike process in the game. If a player selects correct option, progress bar will get filled and next level will appear. If a player selects incorrect option, then a cross mark will be highlighted in strike bar. With three incorrect attempts the game will end.

* **Reward system**

The purpose behind including the reward system is to motivate children and keep them engaged in the game. This will help us to successfully convey our message as children will be keen to get more rewards by playing and choosing correct options.

* **Multiple levels**

Initially we were targeting to implement at least 4 levels but due to time constraint we were only able to include 2 levels with unique scenarios. In each level we have included different objects.

**Testing**