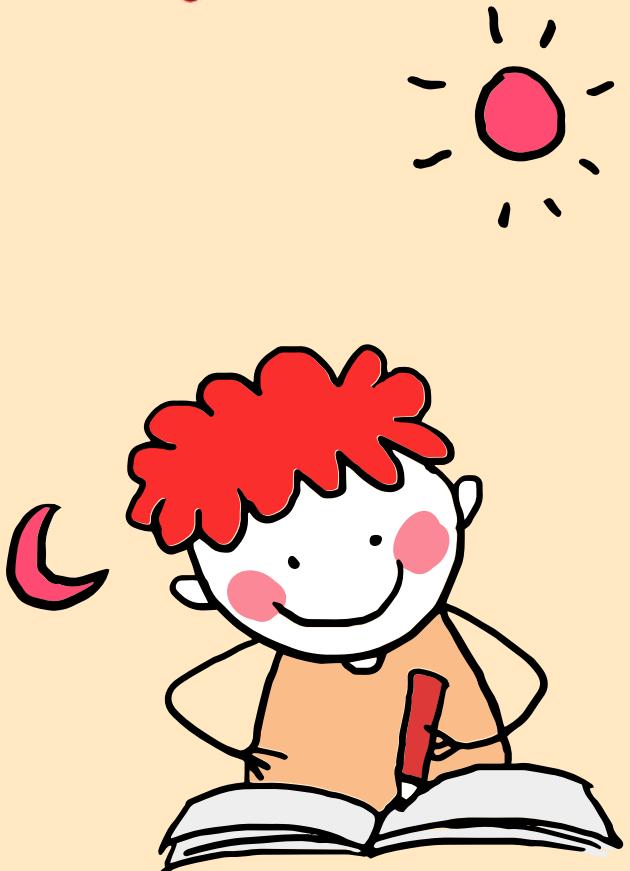




Future University in Egypt
Faculty of Computers and Information Technology



Supervised by

Prof: Neveen Ibrahim
DR: Samah Ahmed Zaki

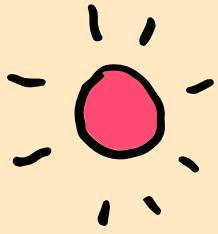
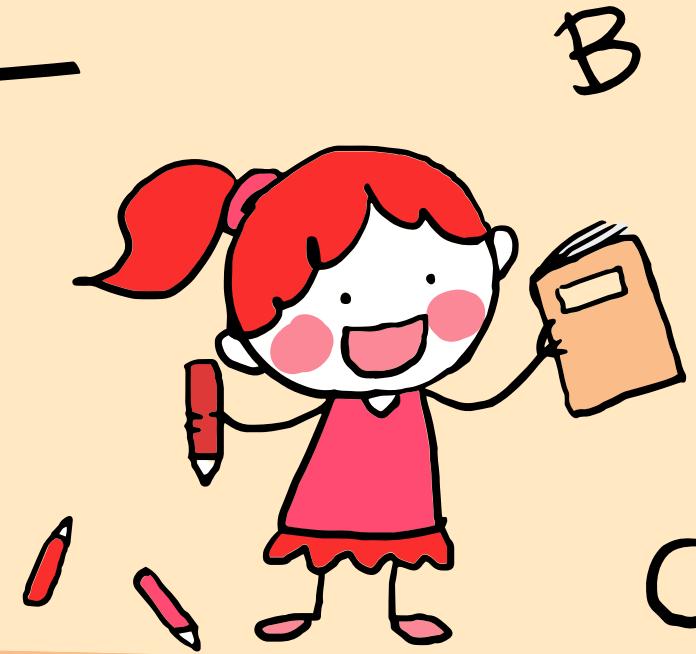
Mohamed Mahmoud El Badri
Mohab Khalid Mahmoud
Andria Salah Roushdy
Ibrahim Ayman Ibrahim
Saif Eldin Ashraf Taha
Omar Emad

20194841
20193015
20191266
20193663
20191737
20192796



LUDOS

EDUCATIONAL GAME FOR KIDS



A

C

B

TABLE OF CONTENTS

01

INTRODUCTION

What is Ludos and what does it do?

02

SYSTEM ANALYSIS

This part Shows the system specifications

03

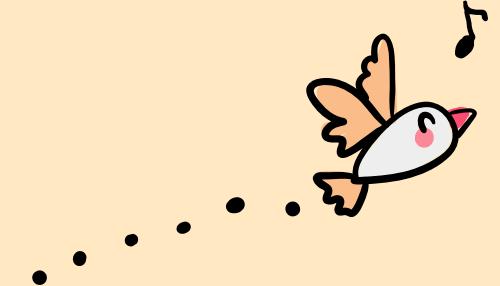
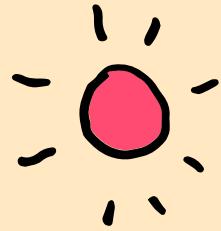
IMPLEMENTATION

Application Run

04

CONCLUSION

The end part



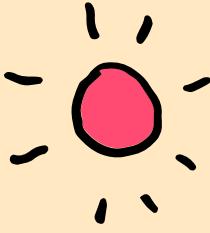
01

INTRODUCTION

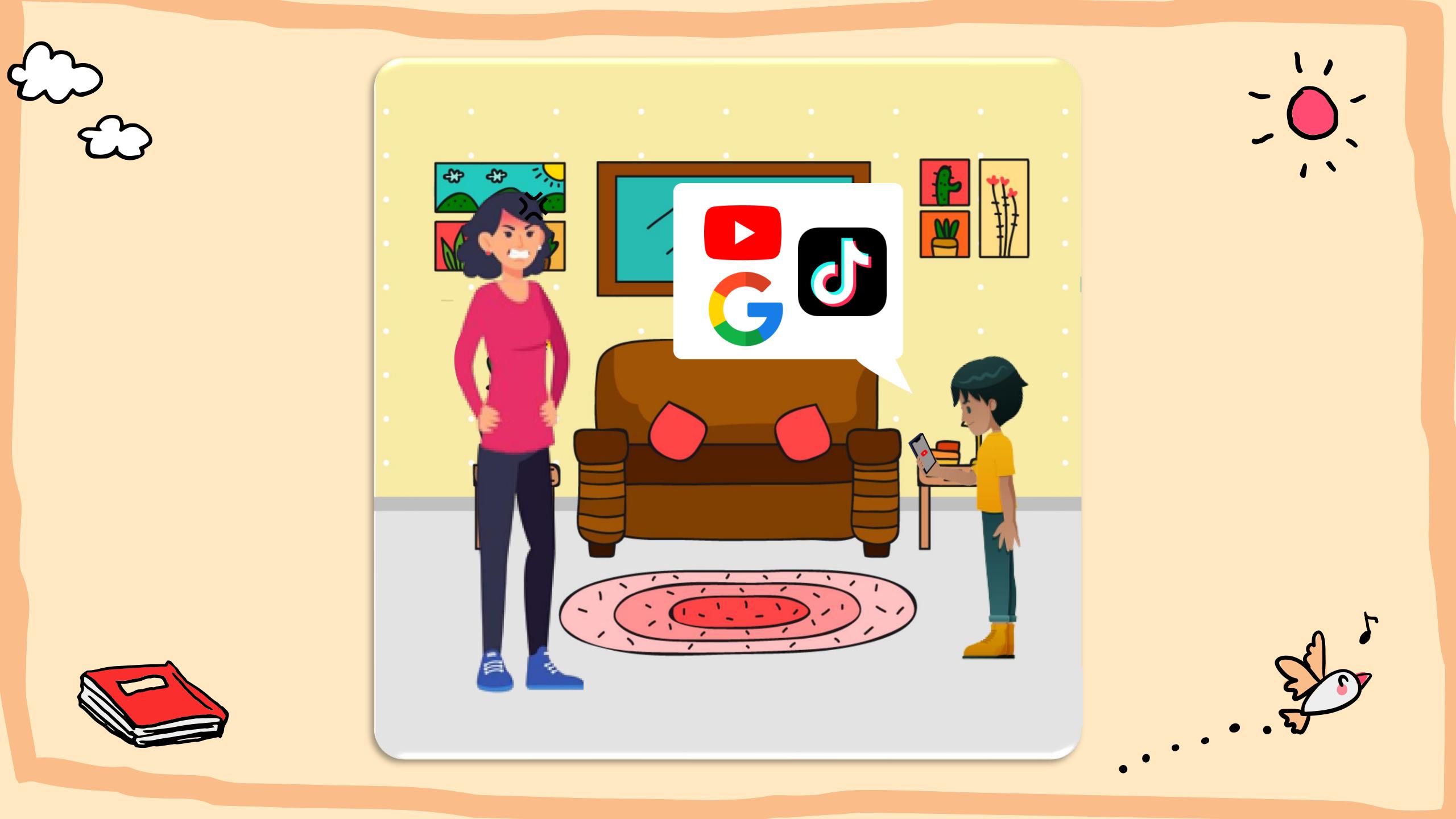
What is Ludos and what does it do?



OUR MOTIVATION

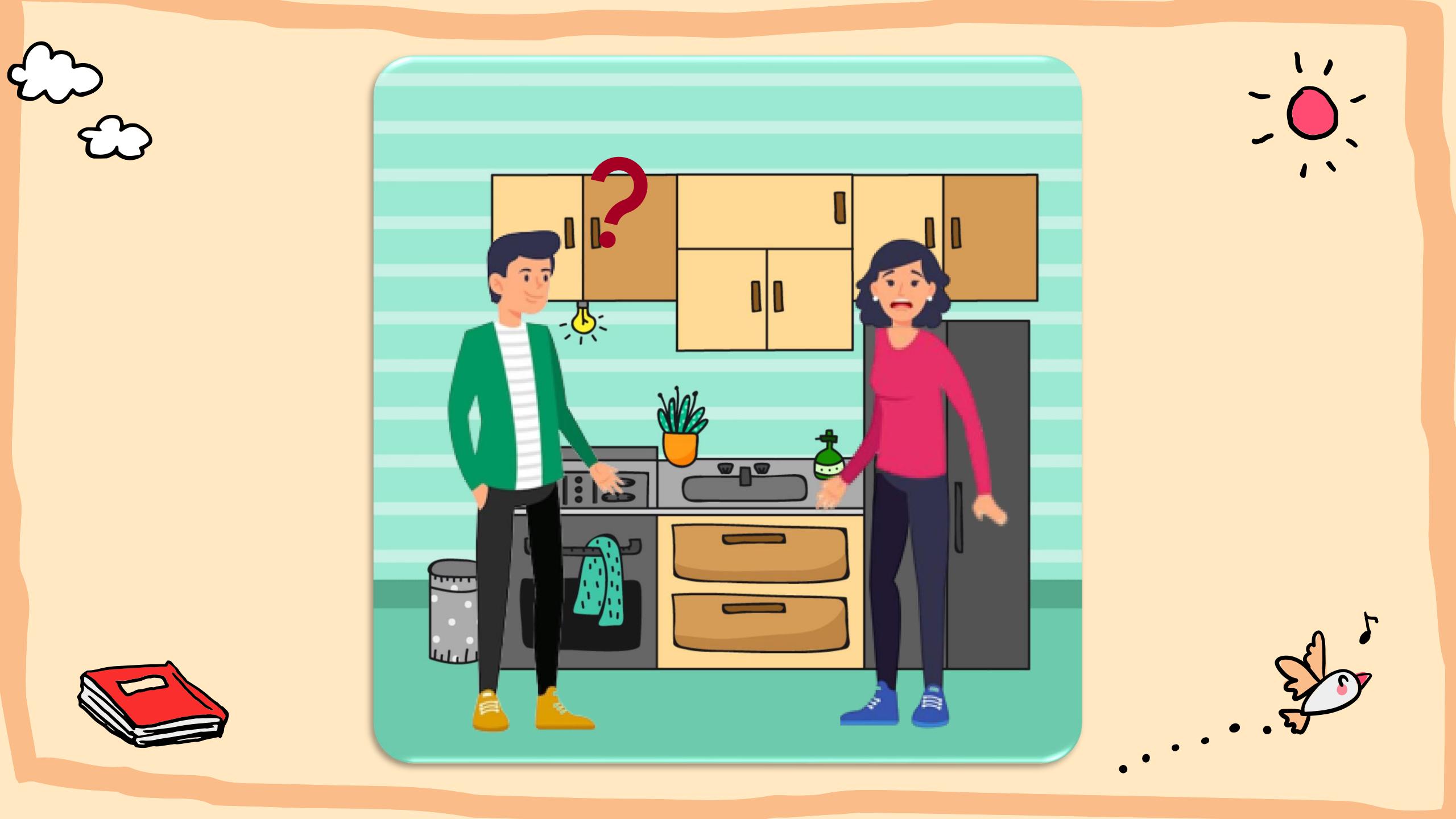






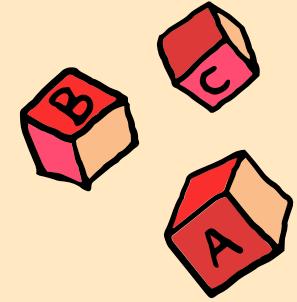




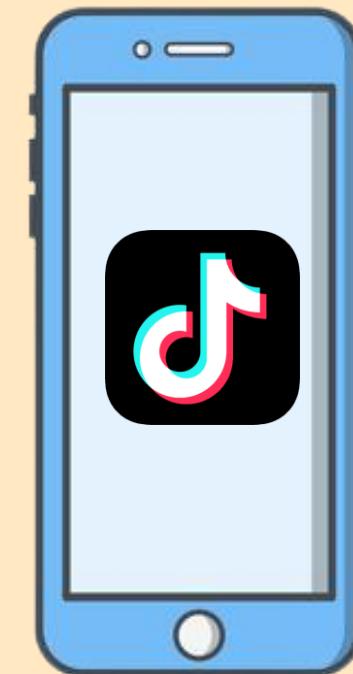
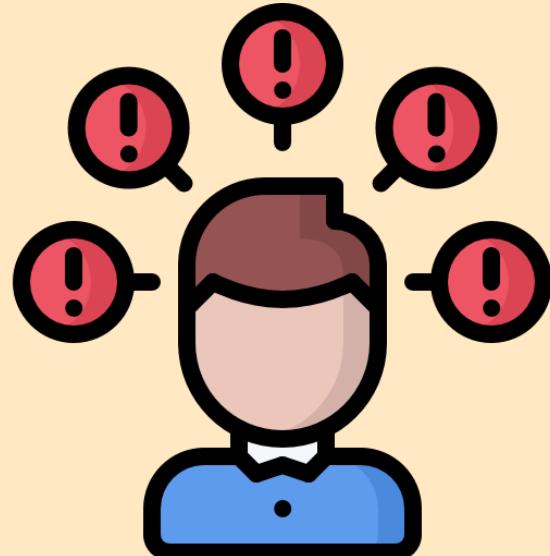




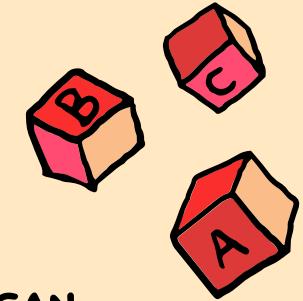
#1 Problem



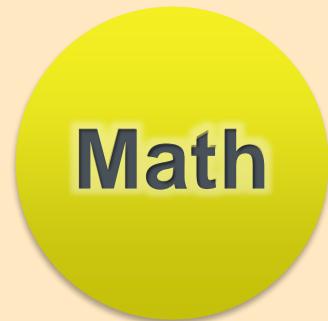
- ❑ Today's kids seem to spend too much time during the day using their own mobile smartphones and neglect the traditional way of learning.



#2 Solution



WHAT IS THE SOLUTION? OUR AIM IS TO CREATE FREE SOFTWARE THAT EVERY CHILD CAN USE EASILY FOR LEARNING AND AS A RESULT, WE CHOSE TO CREATE A MOBILE EDUCATIONAL APPLICATION FOR KIDS.

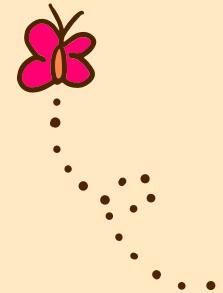


A
B
C

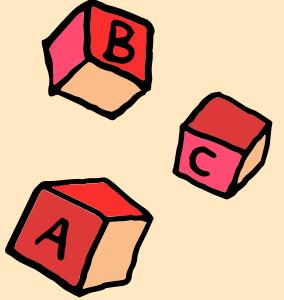
#3 Objectives

WHAT IS THE MAIN OBJECTIVES? THE GOAL OF MAKING IT SIMPLE AND FUN FOR ANY CHILD TO BE ABLE TO CULTIVATE THEIR COGNITIVE, INNOVATIVE, AND CREATIVE ABILITIES.

How to ACHIEVE IT? To achieve this objective, we will be take care of the UI & UX and rewarding system to give them the motivation to continue learning.

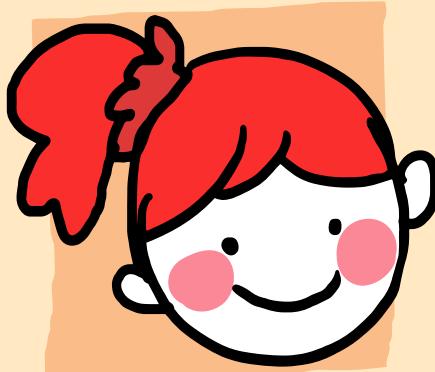


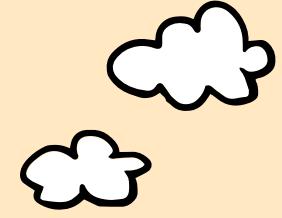
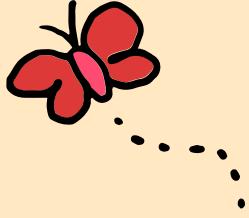
#4 Name & Scope



- WHAT IS THE MEANING OF THE APP NAME?** THE NAME OF THE APP, LUDOS, IS DERIVED FROM THE LATIN WORD "LUDUS," MEANING "GAME" OR "PLAY.", THE NAME SEEKS TO PIQUE THE CURIOSITY OF CHILDREN TO DISCOVER ITS MEANING, ALSO ITS SHORT AND EASY TO REMEMBER.

- WHAT IS THE TARGET AUDIENCE FOR LUDOS?** THE TARGET AUDIENCE FOR "LUDOS" IS CHILDREN AGED 5-12.





02 ANALYSIS

This part Shows the system specifications

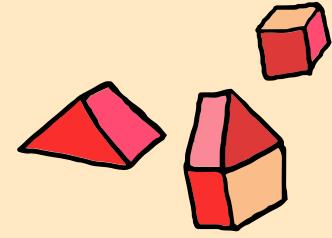
#1 REQUIREMENTS

CONTENT

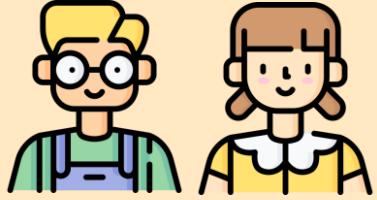


#2 SYSTEM DIAGRAMS

#3 SYSTEM ARCHITECTURE



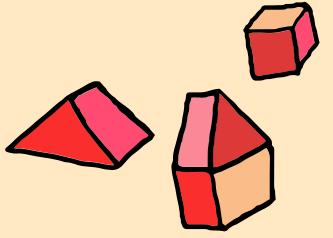
Requirements



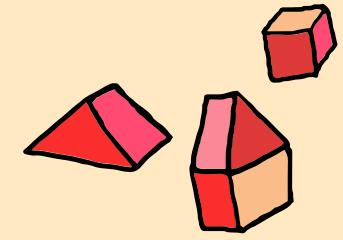
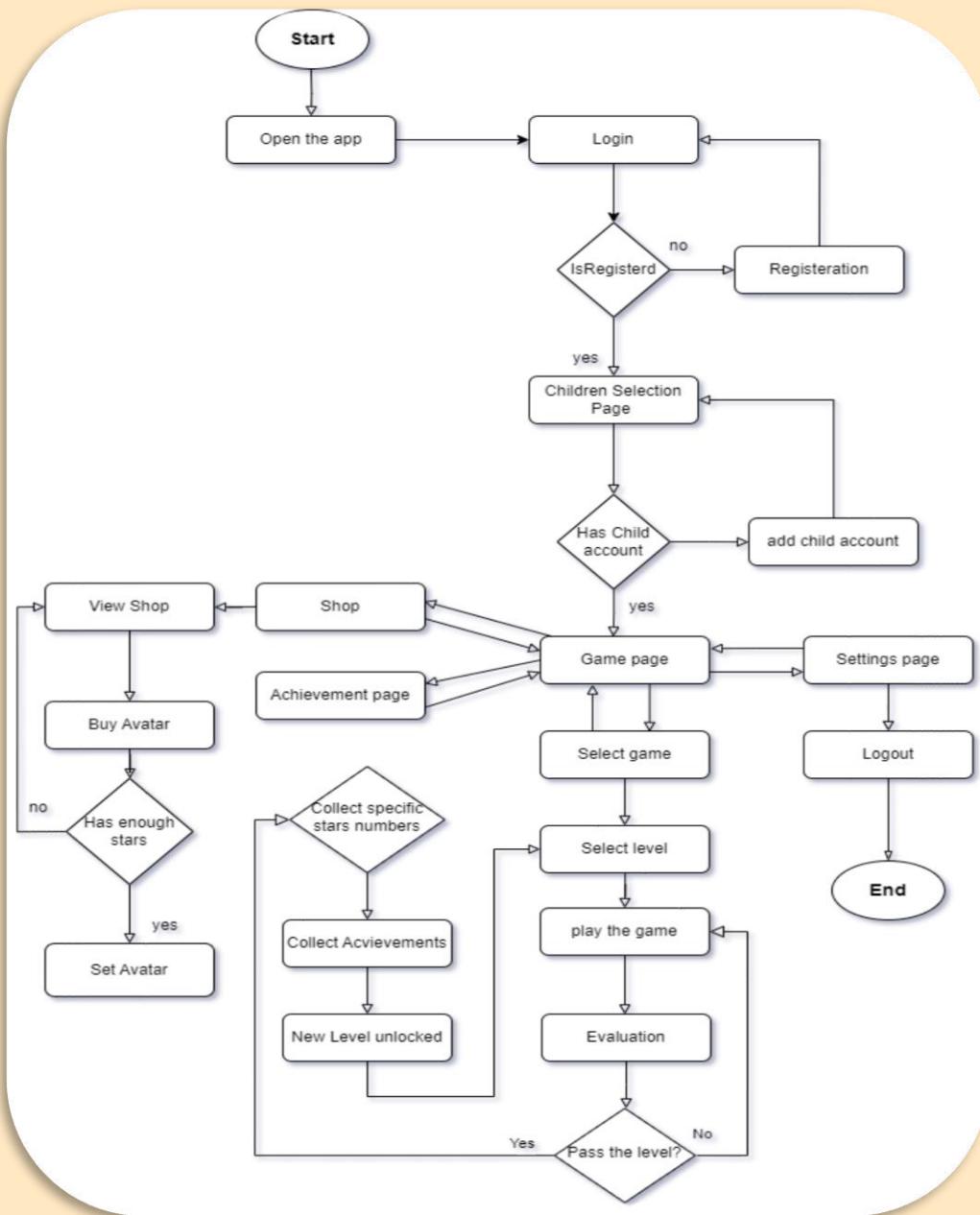
- TRACK HIS/HER ACHIEVEMENTS.
- TRACK HIS/HER PROGRESS OF THE GAME.
- SPEND HIS/HER POINTS ON BUYING AVATARS.
- ALL USERS SHALL BE ABLE TO PLAY GAMES.



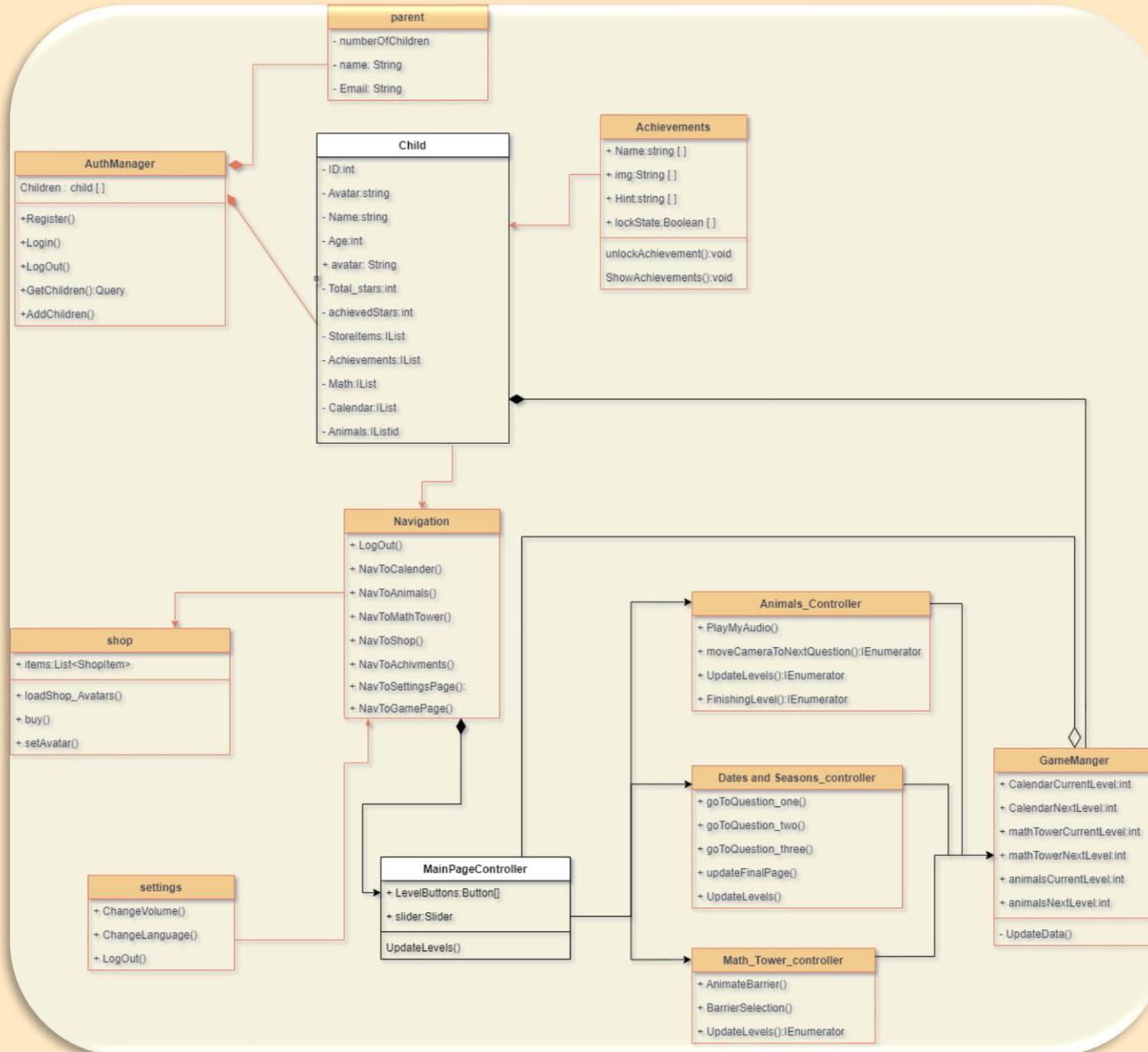
- ABLE TO MAKE AN ACCOUNT.
- MAKE MANY PROFILES IN THE SAME ACCOUNT.



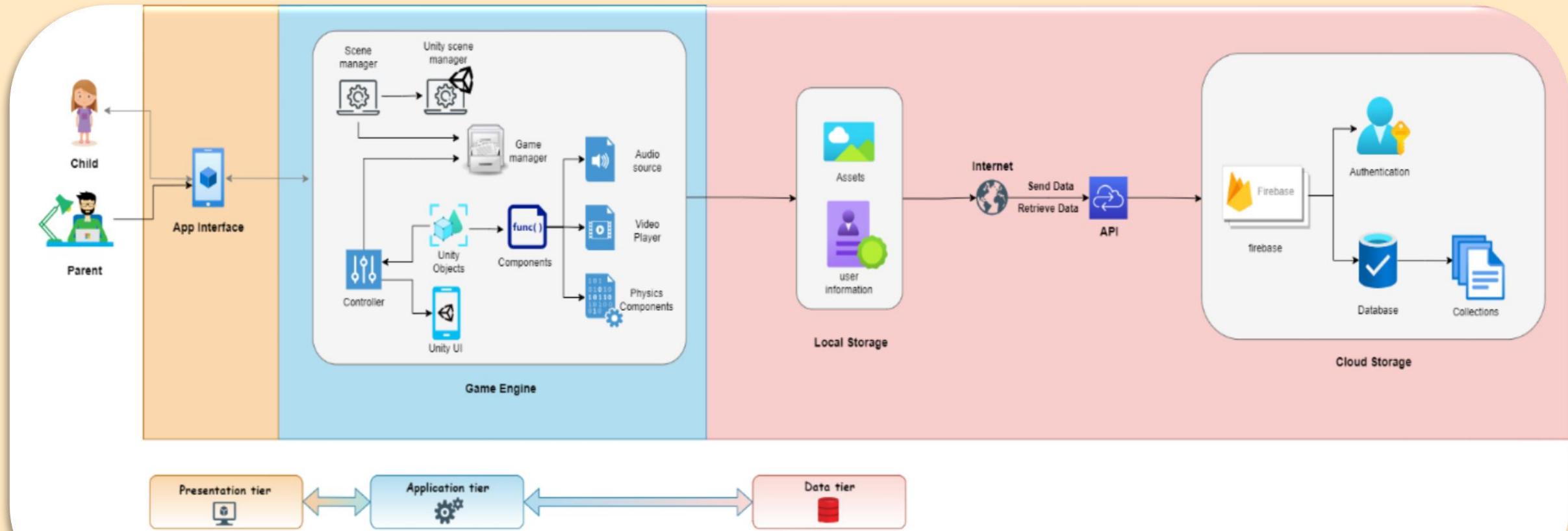
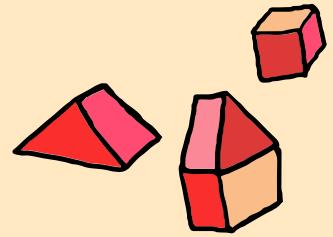
Flow Chart

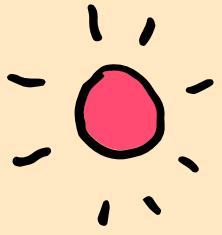
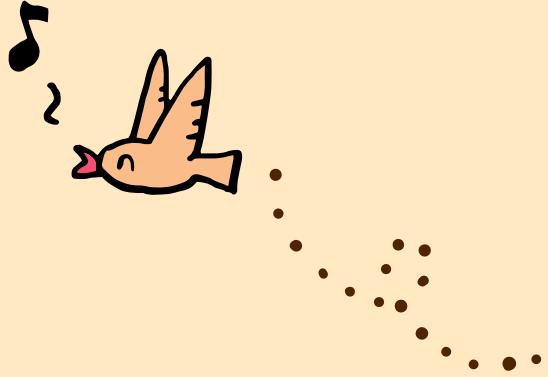


Class diagram



System Architecture

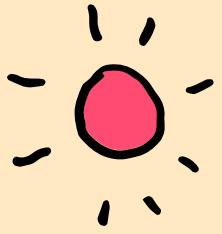
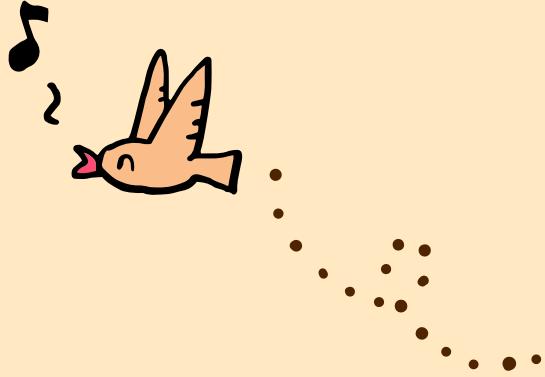




03

IMPLEMENTATION

Application Run



TOOLS USED

DEVELOPMENT

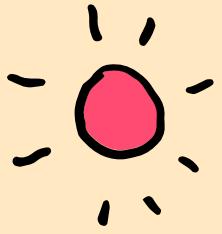
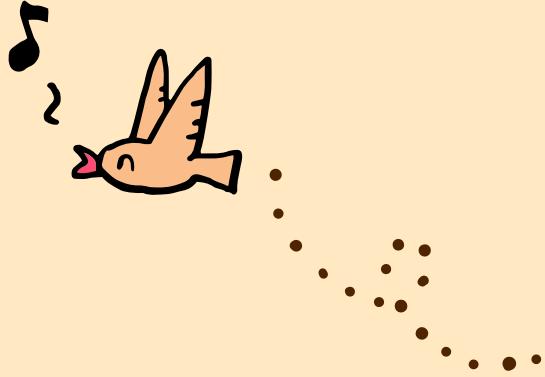


WHY?

Cross-platform support

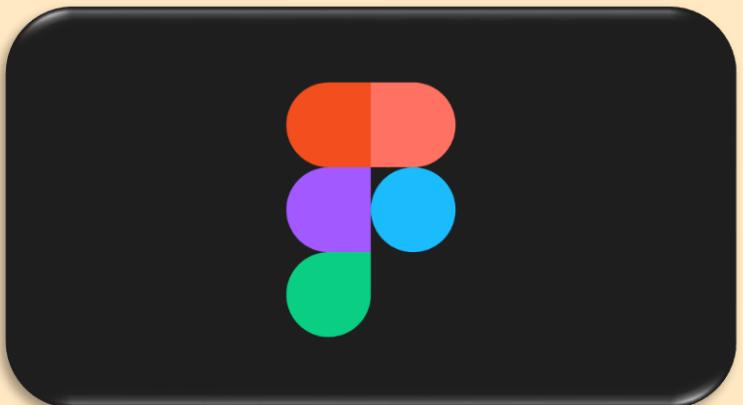
Supports various programming languages

User-friendly interface



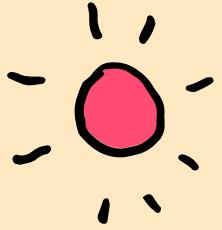
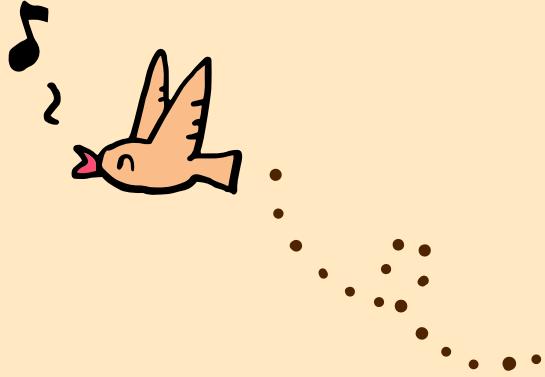
TOOLS USED

DESIGN



WHY?





TOOLS USED

CLOUD DATABASE

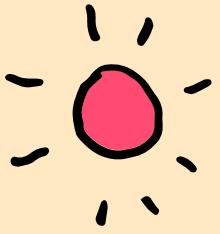
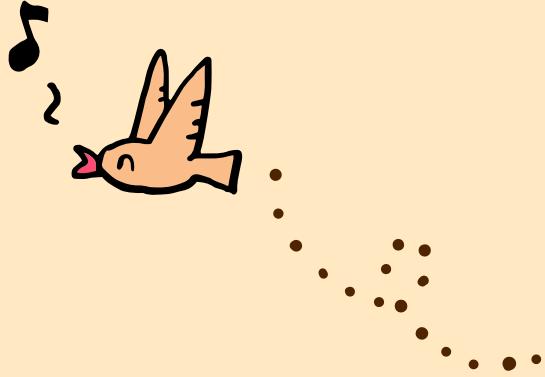


WHY?

Provides a variety of features like authentication.

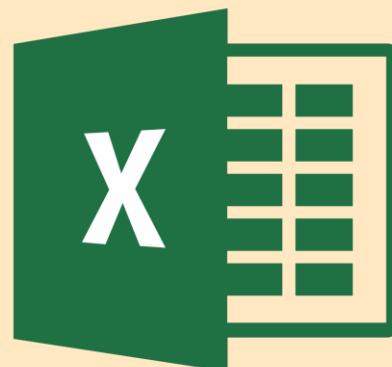
Firebase provides real-time synchronization.

strong community support



Tools Used

TESTING



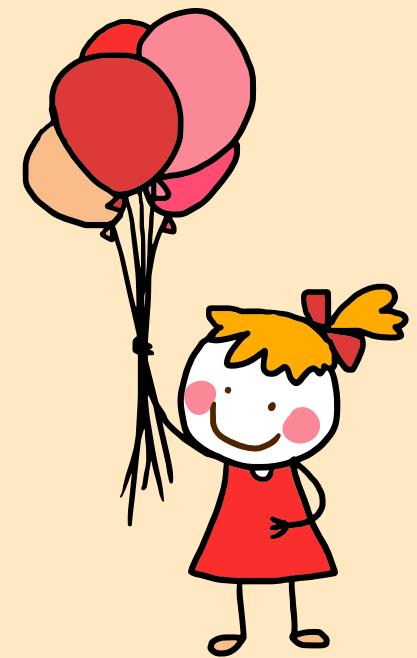
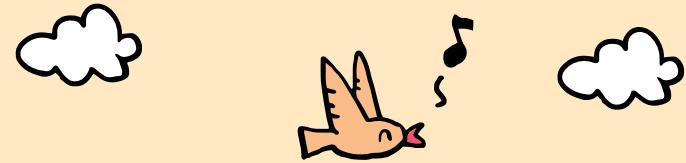
WHY?

Familiar tool.

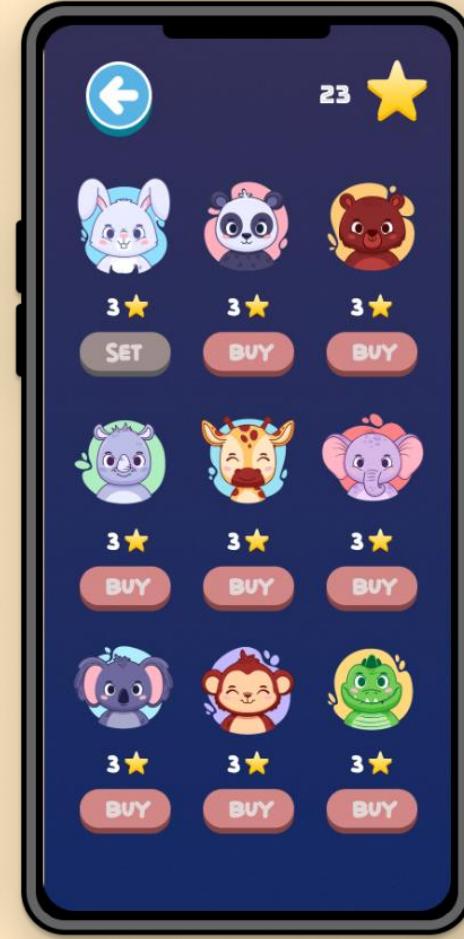
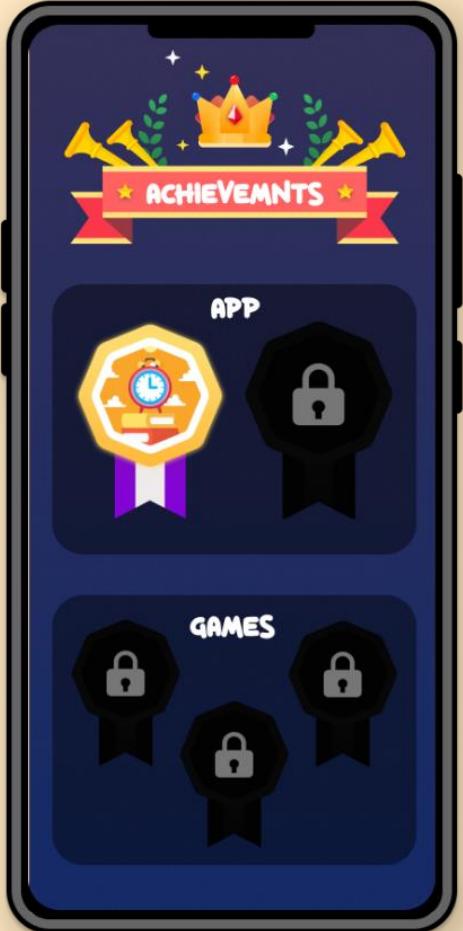
Easy collaboration

strong community support

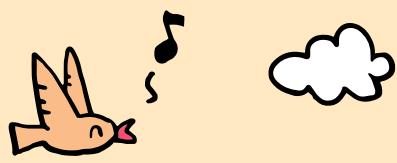
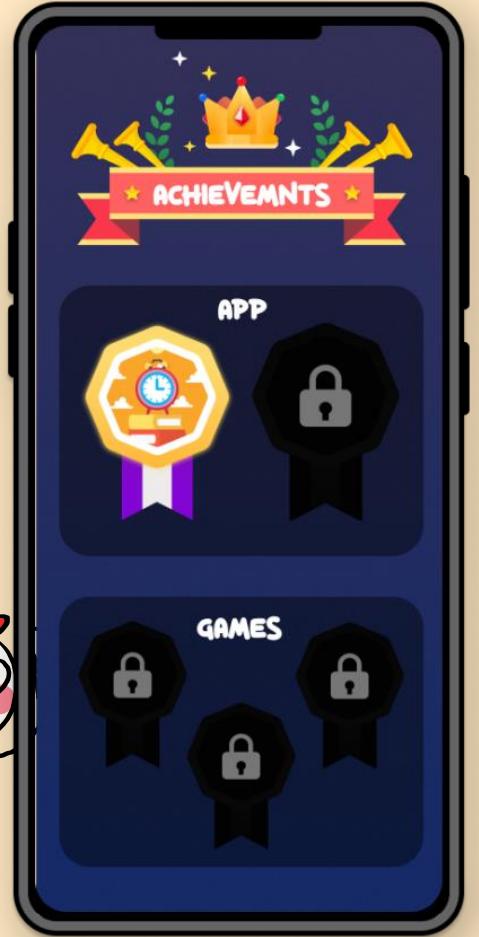
#1 Main app



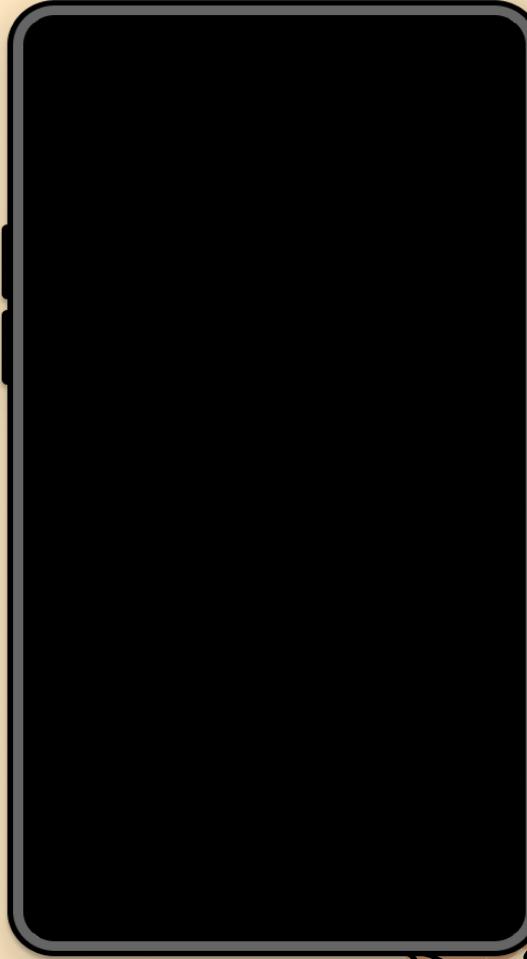
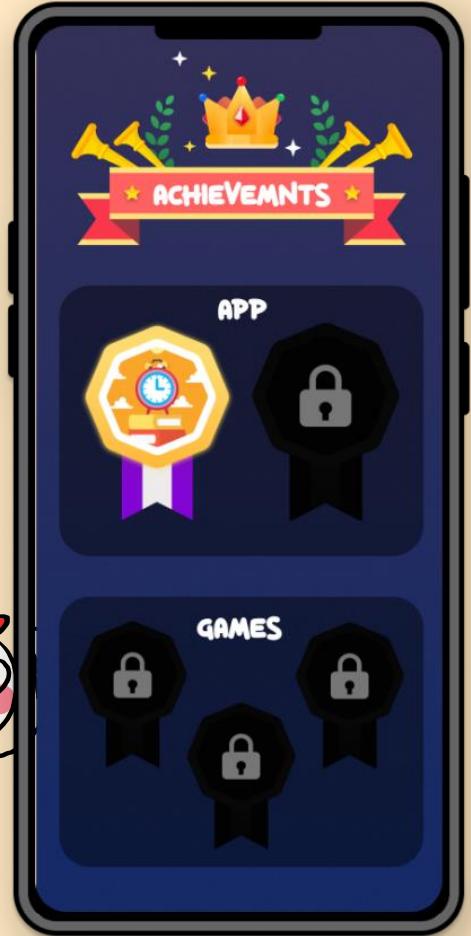
#1 Main app



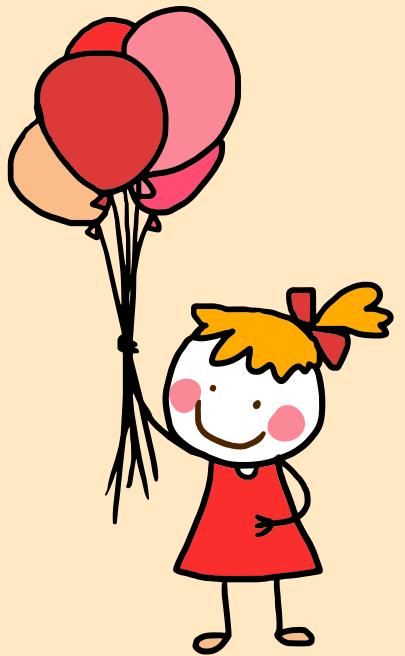
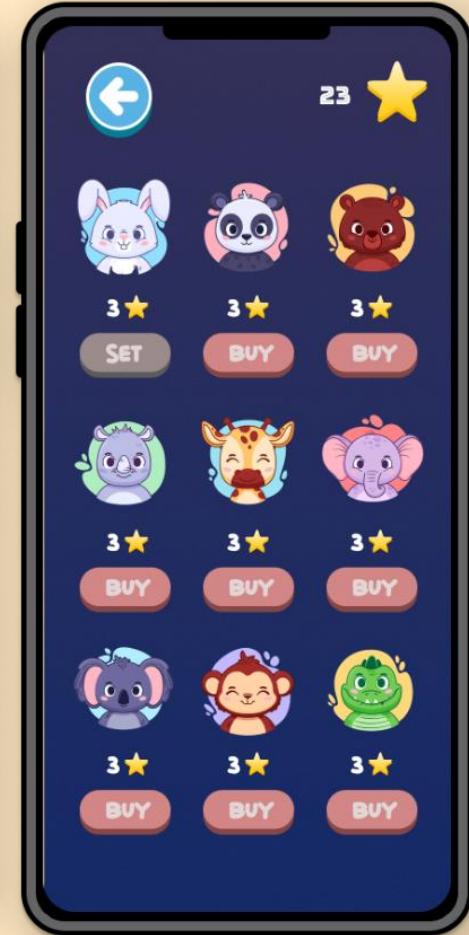
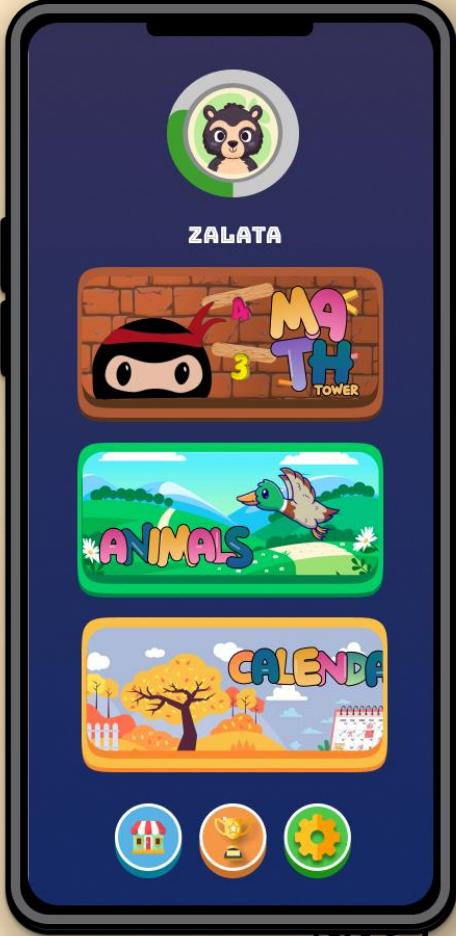
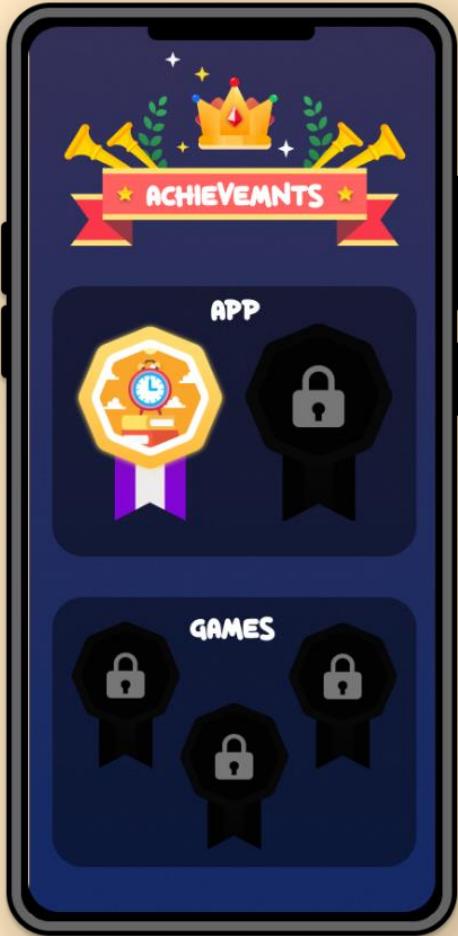
#1 Main app



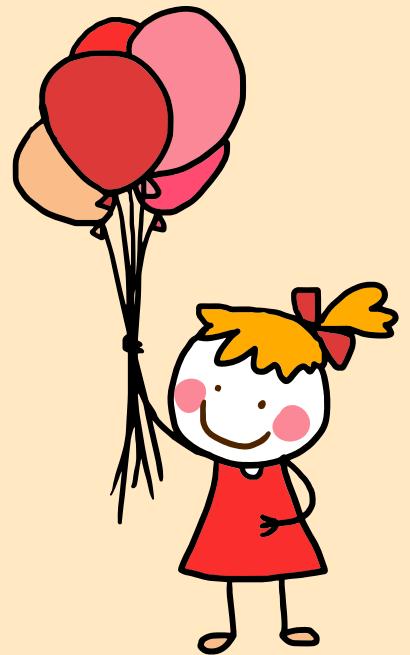
#1 Main app



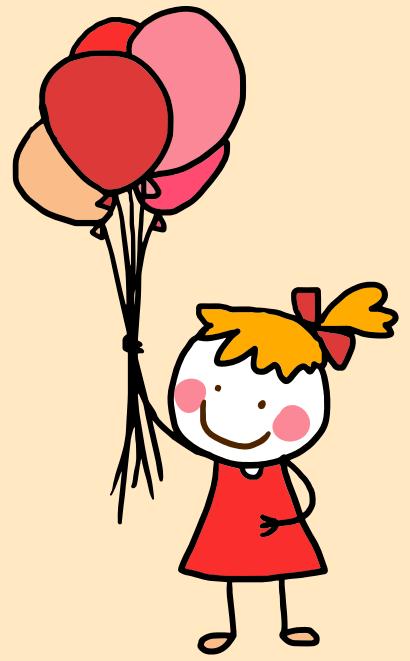
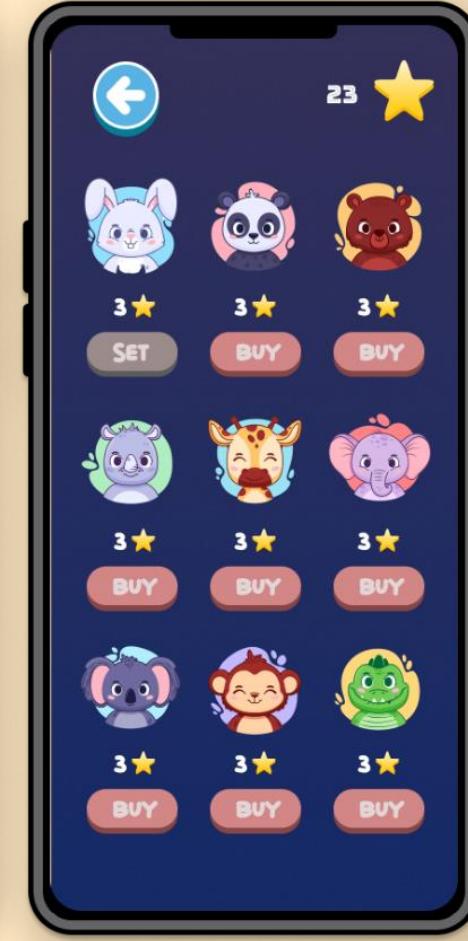
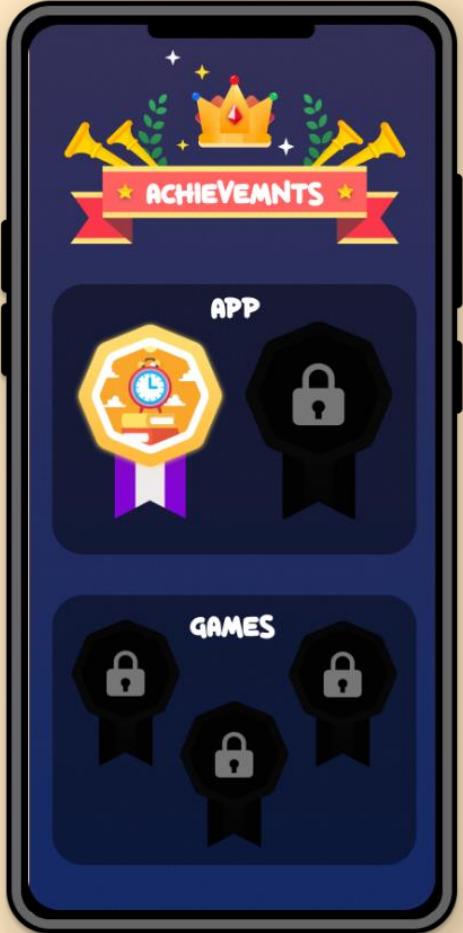
#1 Main app



#1 Main app



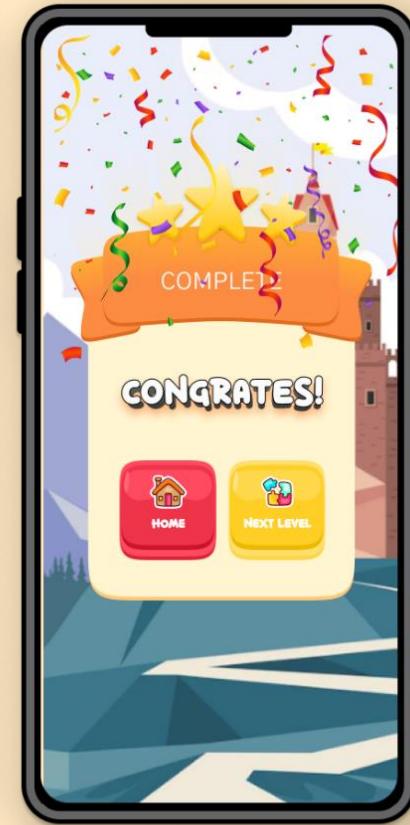
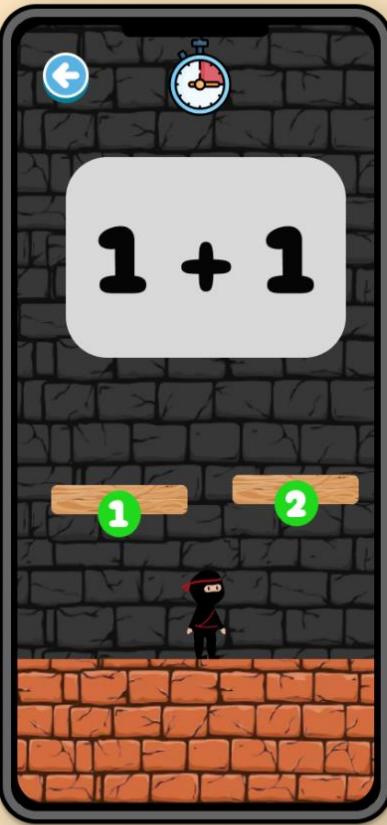
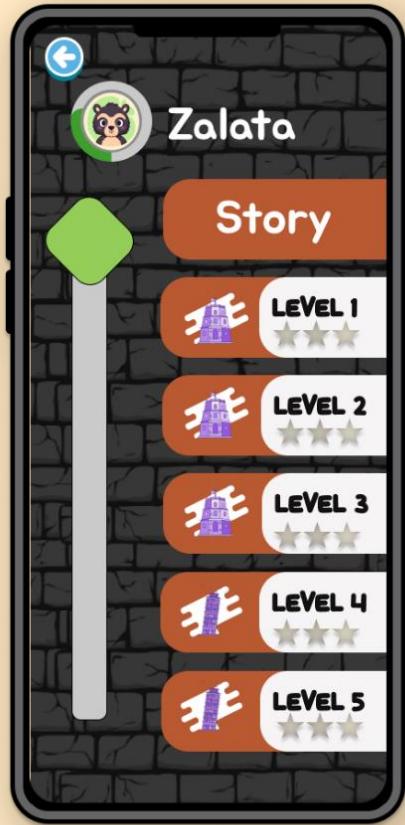
#1 Main app



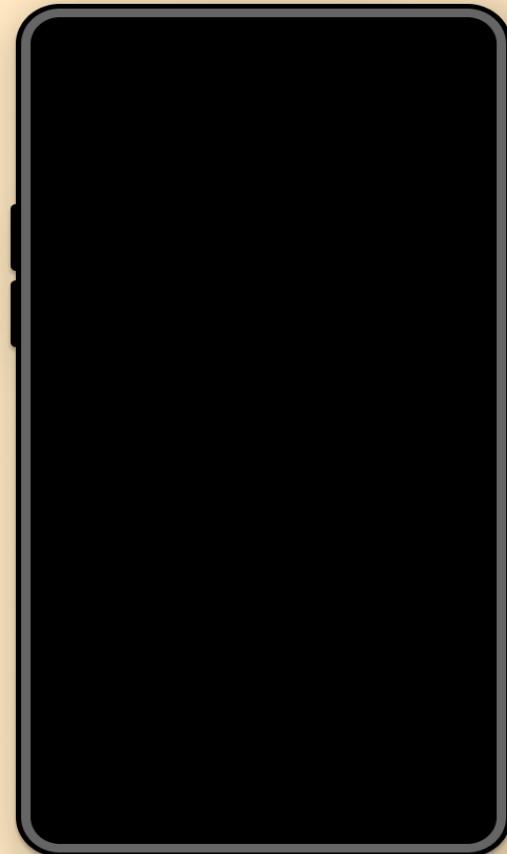
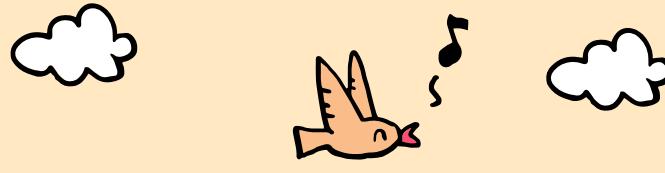
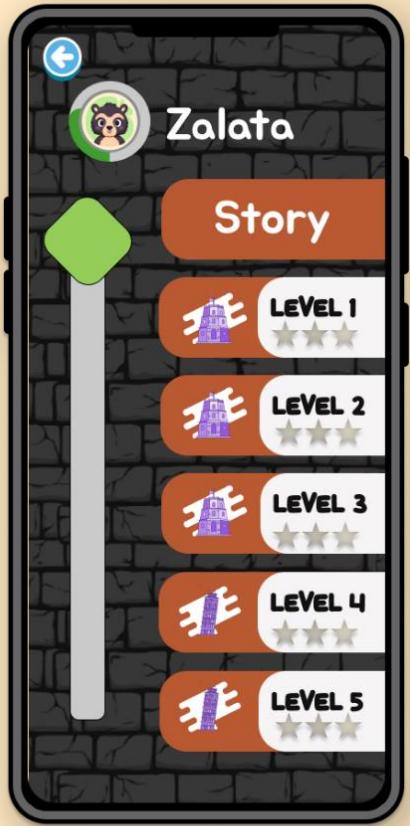
#2 Games



#Math



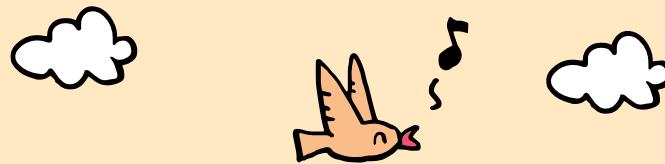
#Math



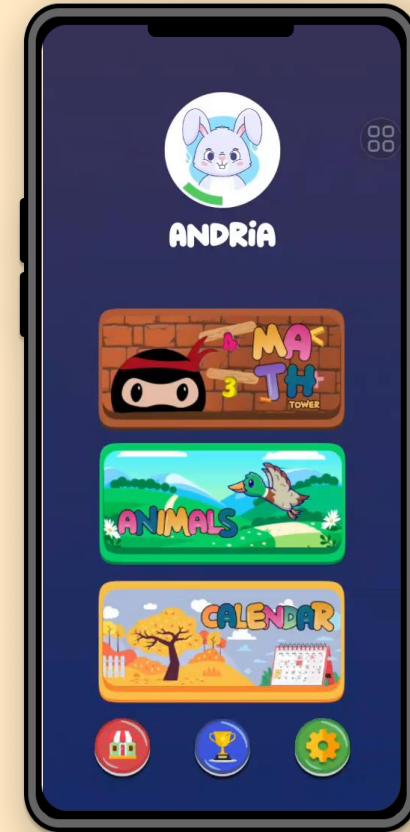
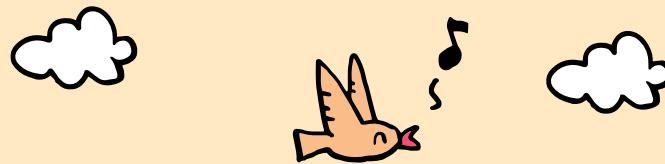
Games



Animals



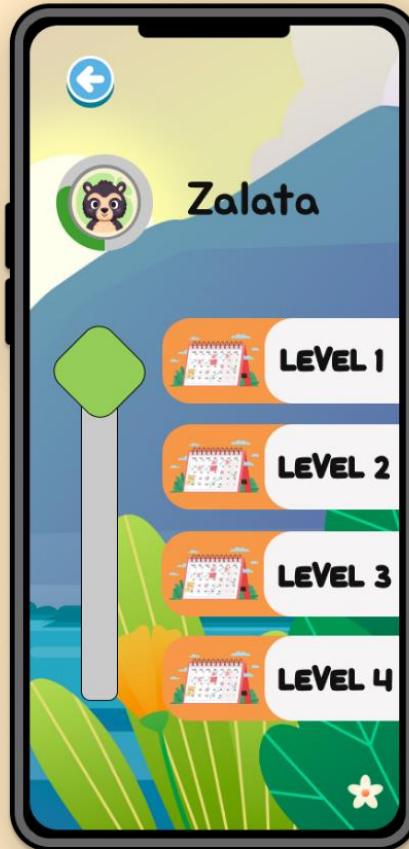
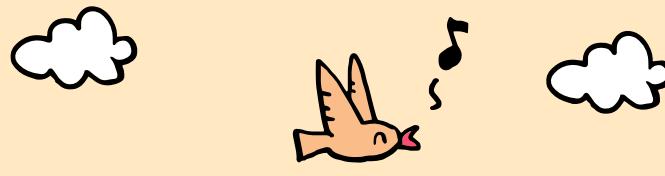
Animals



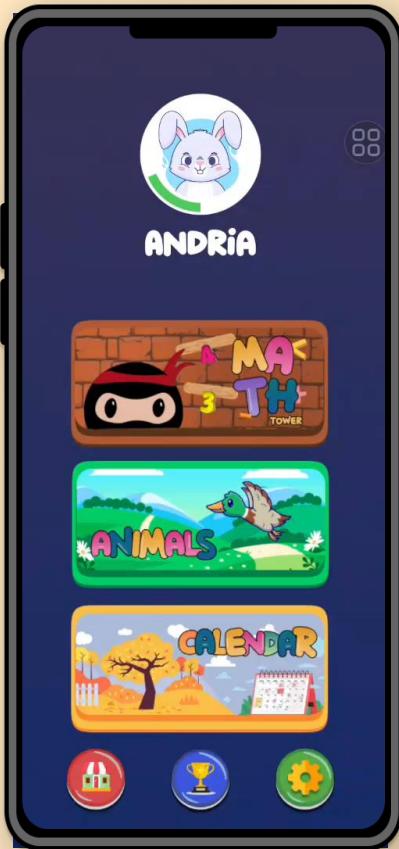
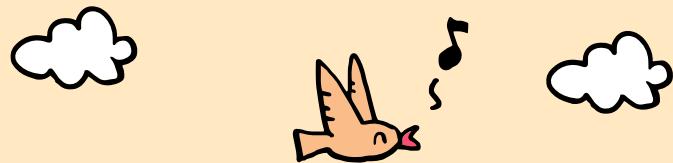
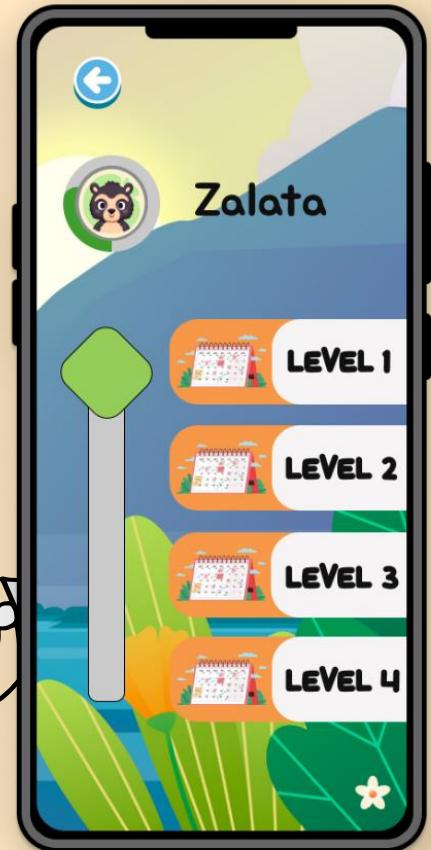
Games



Calendar



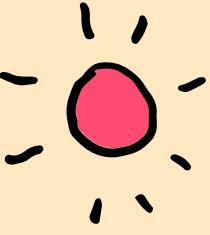
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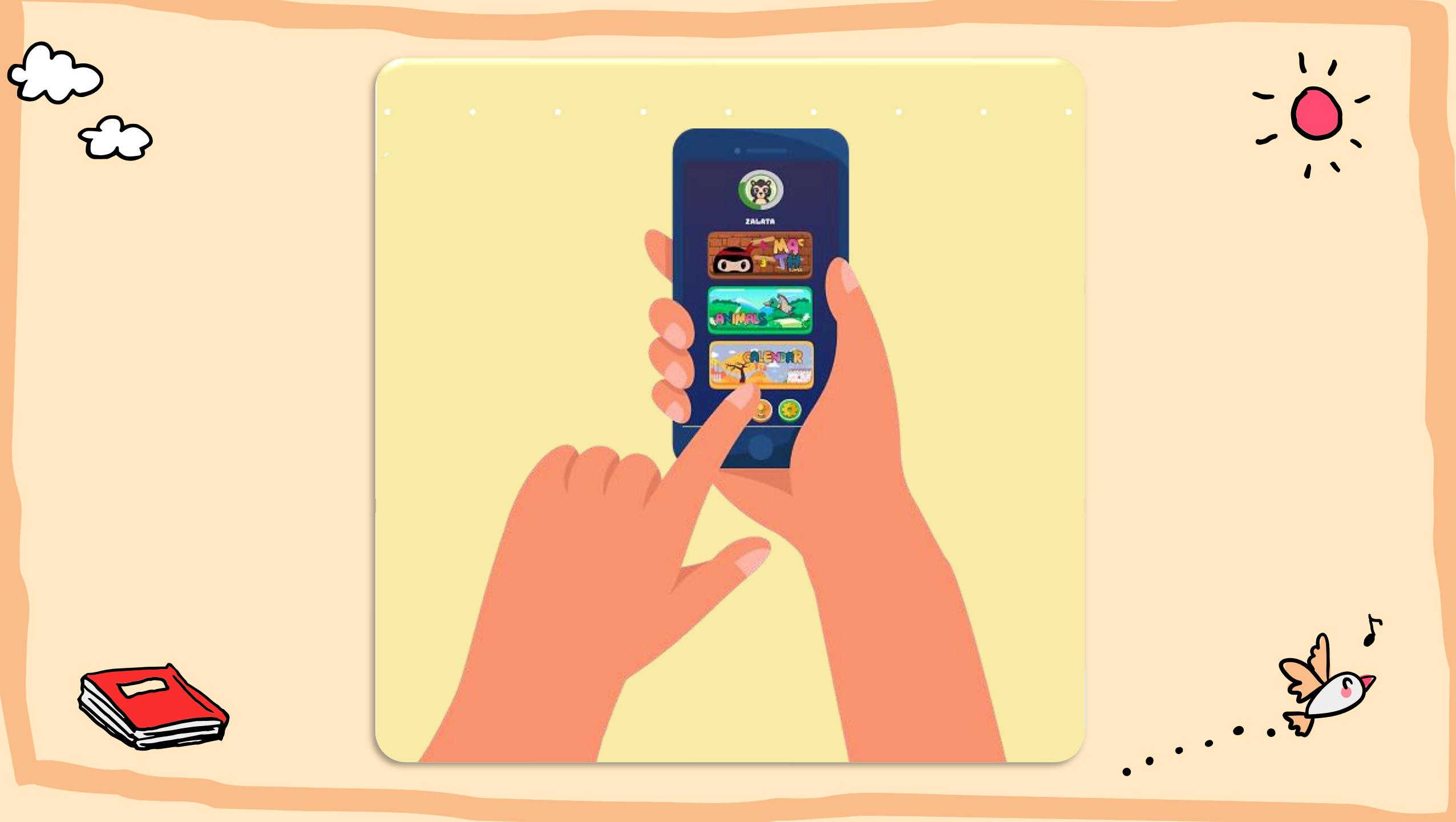


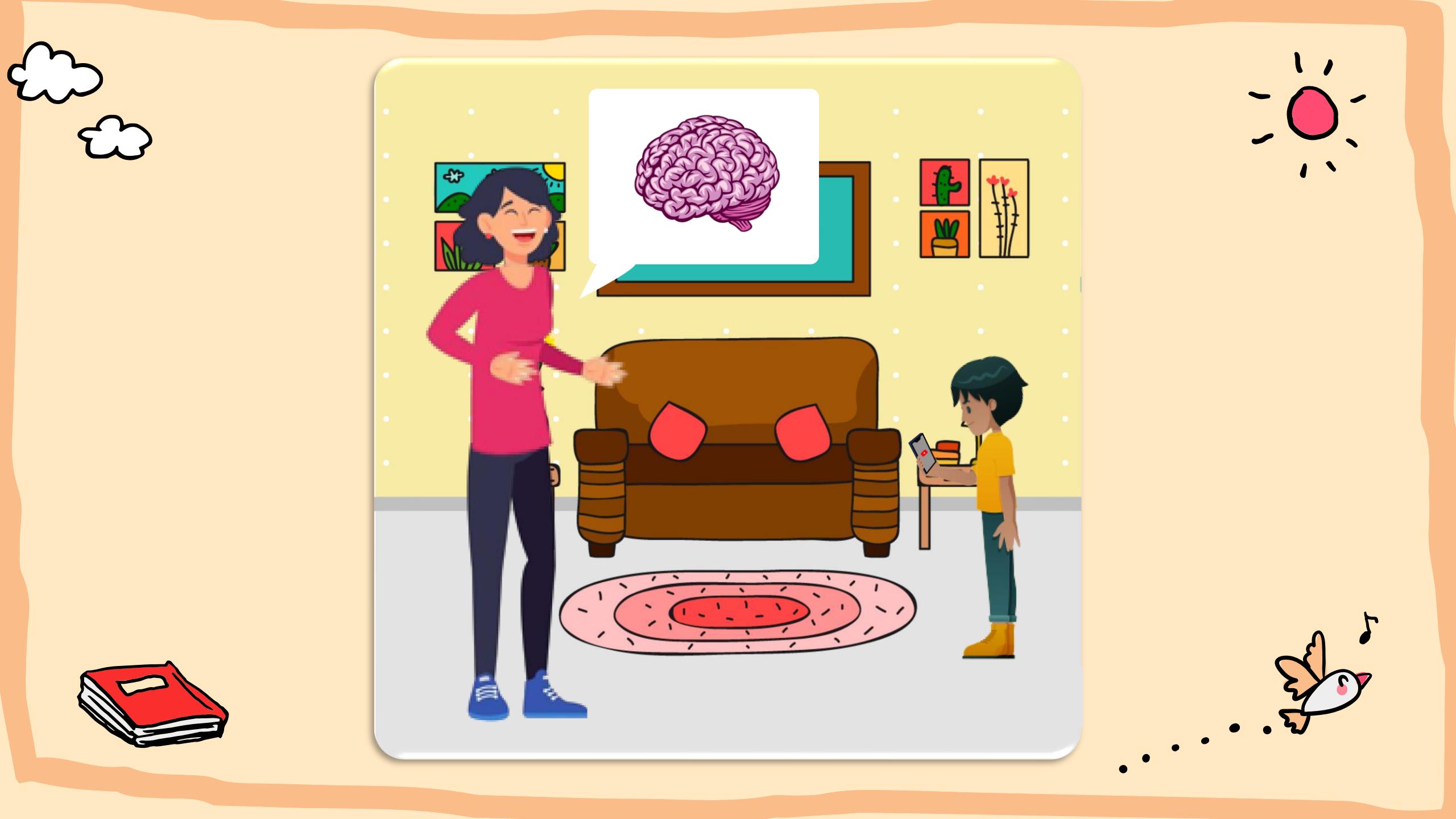
Testing Result

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<input type="checkbox"/>	<input checked="" type="radio"/> Registration/Login enhancement							
	#49 by 20193663 was closed on May 8							
<input type="checkbox"/>	<input checked="" type="radio"/> Store and Settings buttons in the MainPage unfinished							
	#48 by AndriaSalah was closed on May 8							
<input type="checkbox"/>	<input checked="" type="radio"/> Auto re-login after launching the game again bug							
	#47 by AndriaSalah was closed on May 8							
<input type="checkbox"/>	<input checked="" type="radio"/> Math tower bug							
	#34 by AndriaSalah was closed on Mar 27							
<input type="checkbox"/>	<input checked="" type="radio"/> Animals bug							
	#33 by AndriaSalah was closed on Mar 27							
<input type="checkbox"/>	<input checked="" type="radio"/> Finishing level bug							
	#31 by moha-b was closed on Mar 26							
<input type="checkbox"/>	<input checked="" type="radio"/> Animals camera movement. bug							
	#25 by Bad-ri was closed on Feb 27							
<input type="checkbox"/>	<input checked="" type="radio"/> Null Reference Exception & Missing Reference Exception bug							
	#19 by moha-b was closed on Mar 30							
<input type="checkbox"/>	<input checked="" type="radio"/> Math tower frame barrier issue. bug							
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<input type="checkbox"/>	<input checked="" type="radio"/> Prevent Sounds in Animals Game bug help wanted							
	#13 by moha-b was closed on Feb 20							

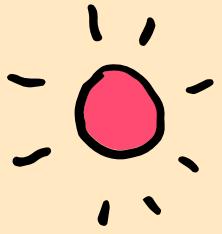
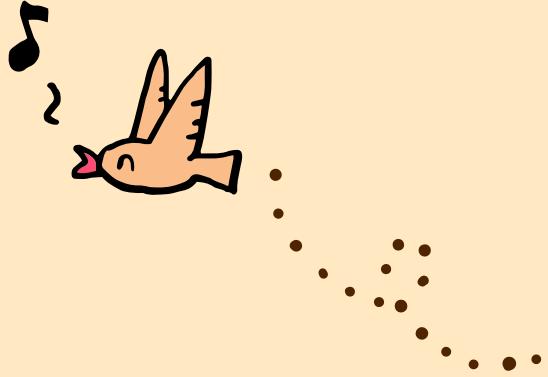
OUR RESULT









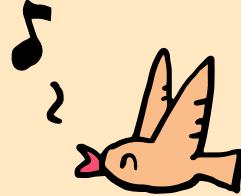


04

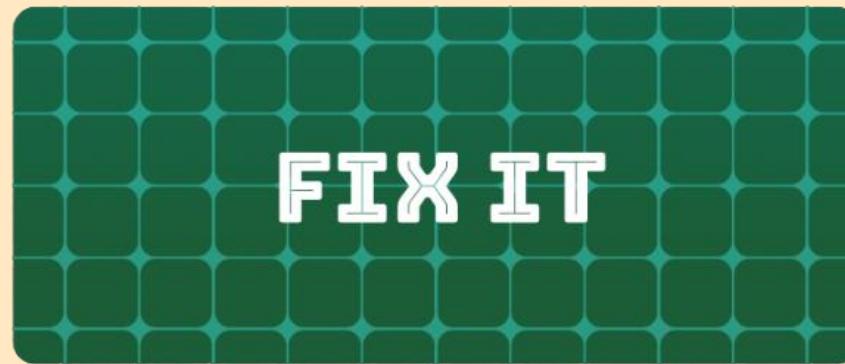
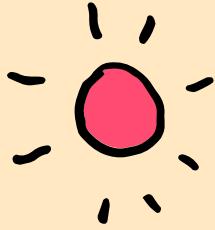
CONCLUSION & FUTURE WORK

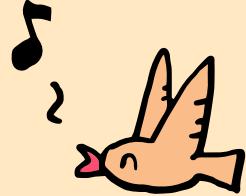
The end part





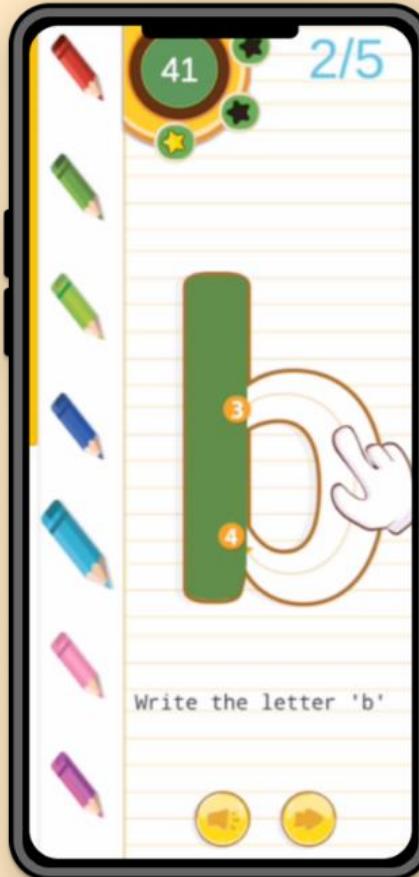
FUTURE WORK

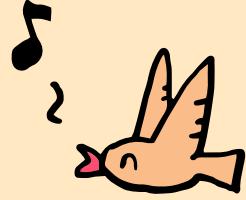




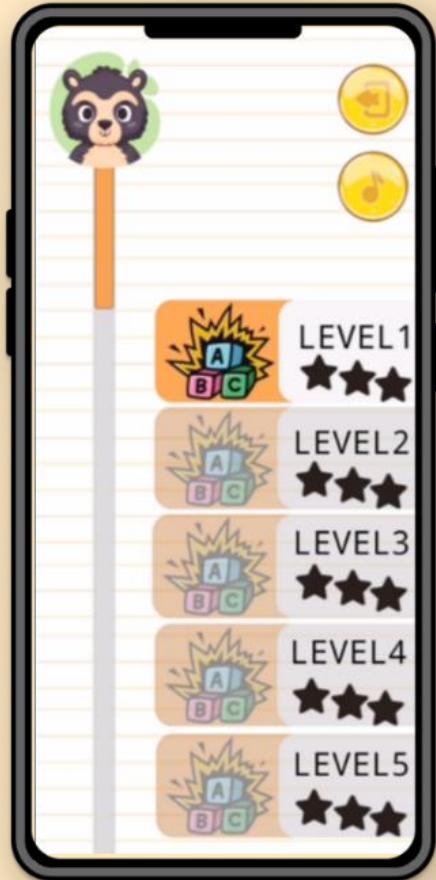
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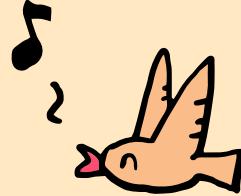
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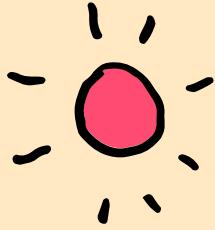


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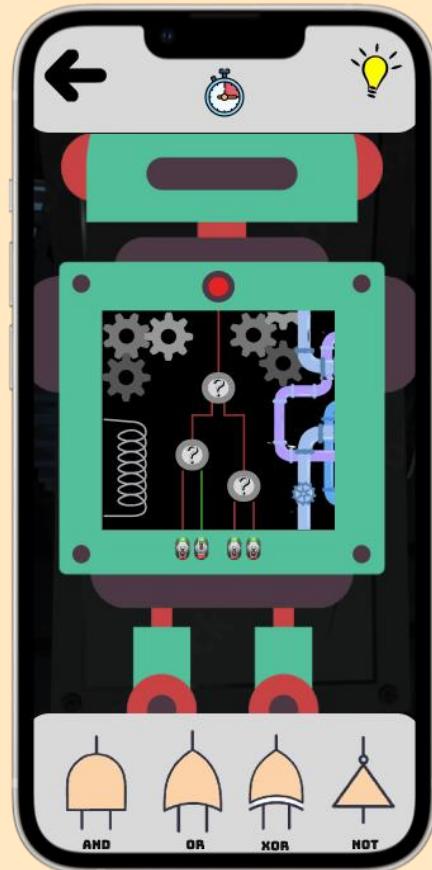
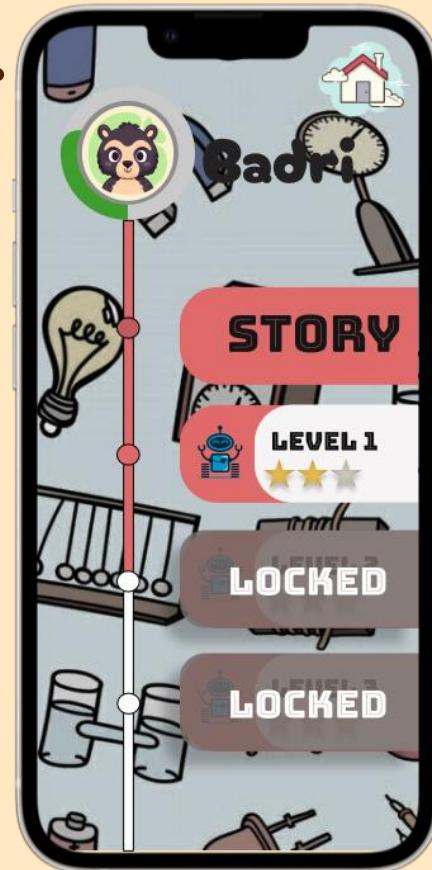
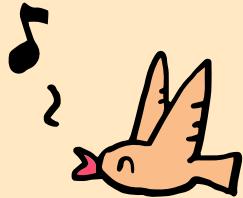


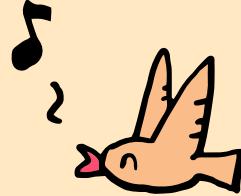


FUTURE WORK

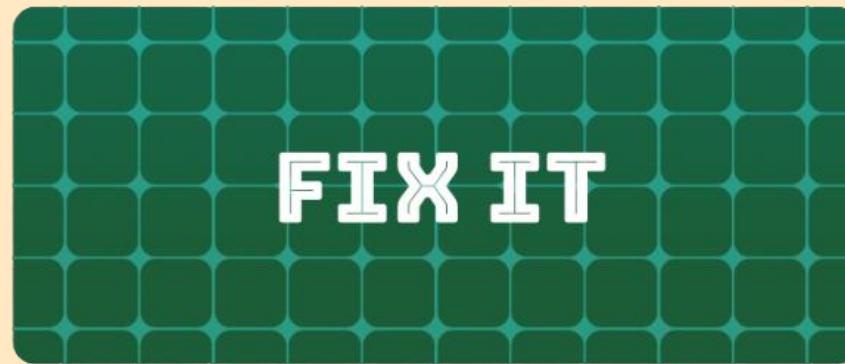
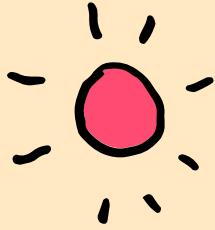


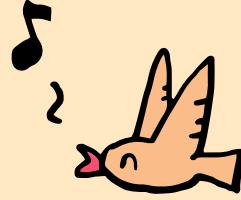
Fix It



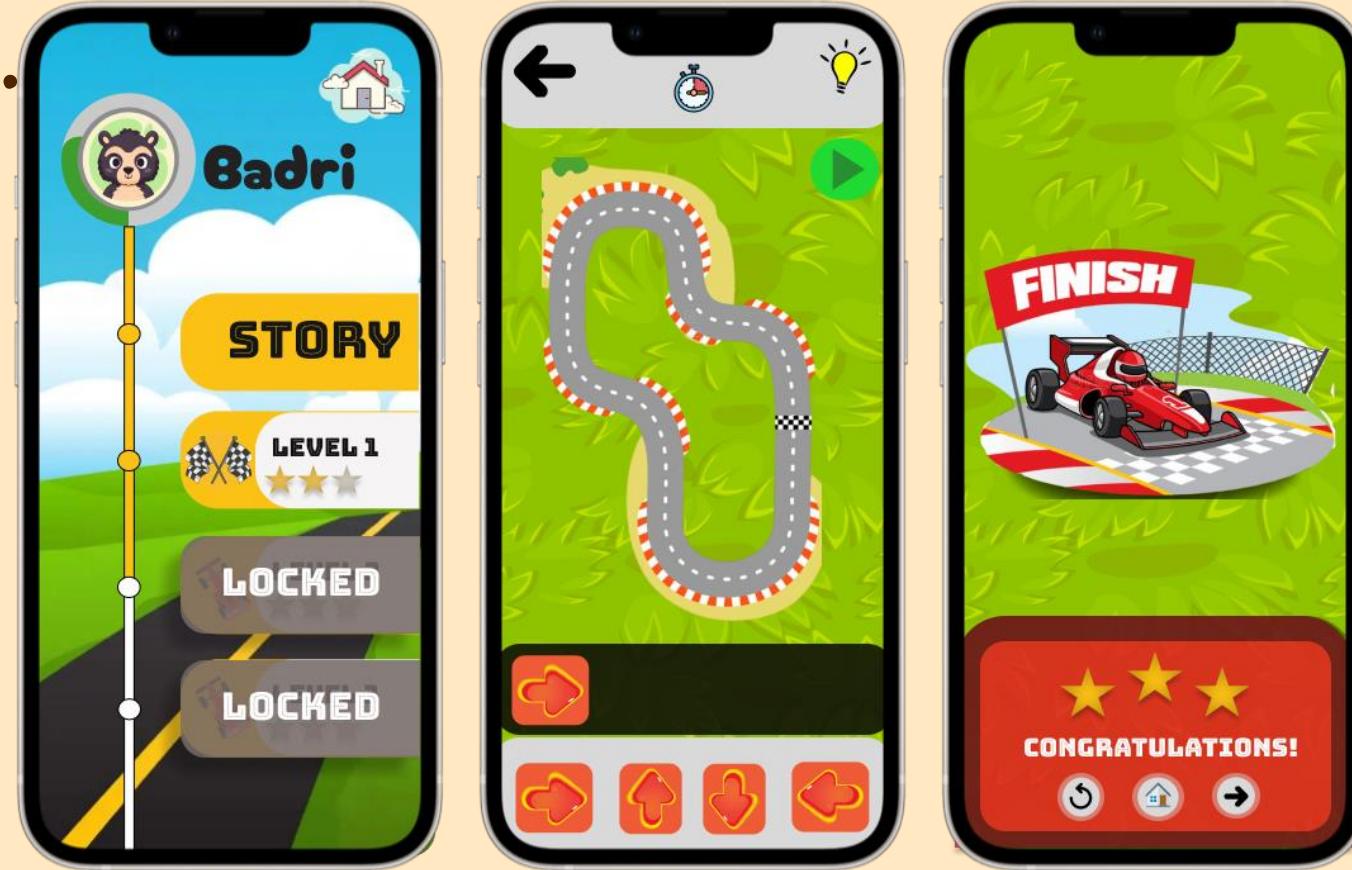


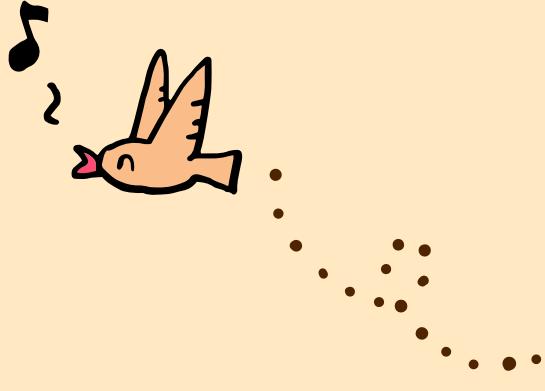
FUTURE WORK





CODE CAR





WEB SITE

The screenshot shows the Ludos website homepage. At the top, the Ludos logo is displayed. The main header reads "Hello Zalata, Welcome Back". On the right side, there is a profile picture of a woman named Zalata. Below the header, there is a section titled "Progress" featuring a progress bar for "Child one" at 67%, with an option to "Add another one". Further down, there is a section titled "Achievements" showing a grid of nine achievement icons for "Child one". The footer contains the Ludos logo and social media links for Facebook, Instagram, Twitter, and YouTube.

LUDOS

Home Progress Achievments

Zalata

Hello Zalata,
Welcome Back

Progress

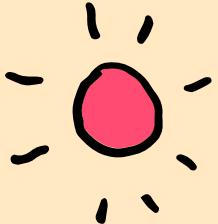
Child one
67%

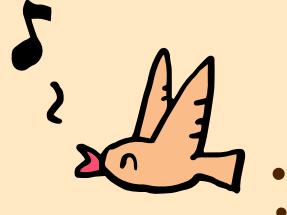
Add another one

Achievements

Child one

f i t y





WEB SITE



The smartphone screen shows a white background with a teal triangle pointing right. Inside the triangle, the text "What are you waiting for?" is displayed in bold black font. Below this, there are two download buttons: one for the App Store featuring the Apple logo and the text "Download on the App Store", and another for Google Play featuring the Google Play logo and the text "GET IT ON Google Play".

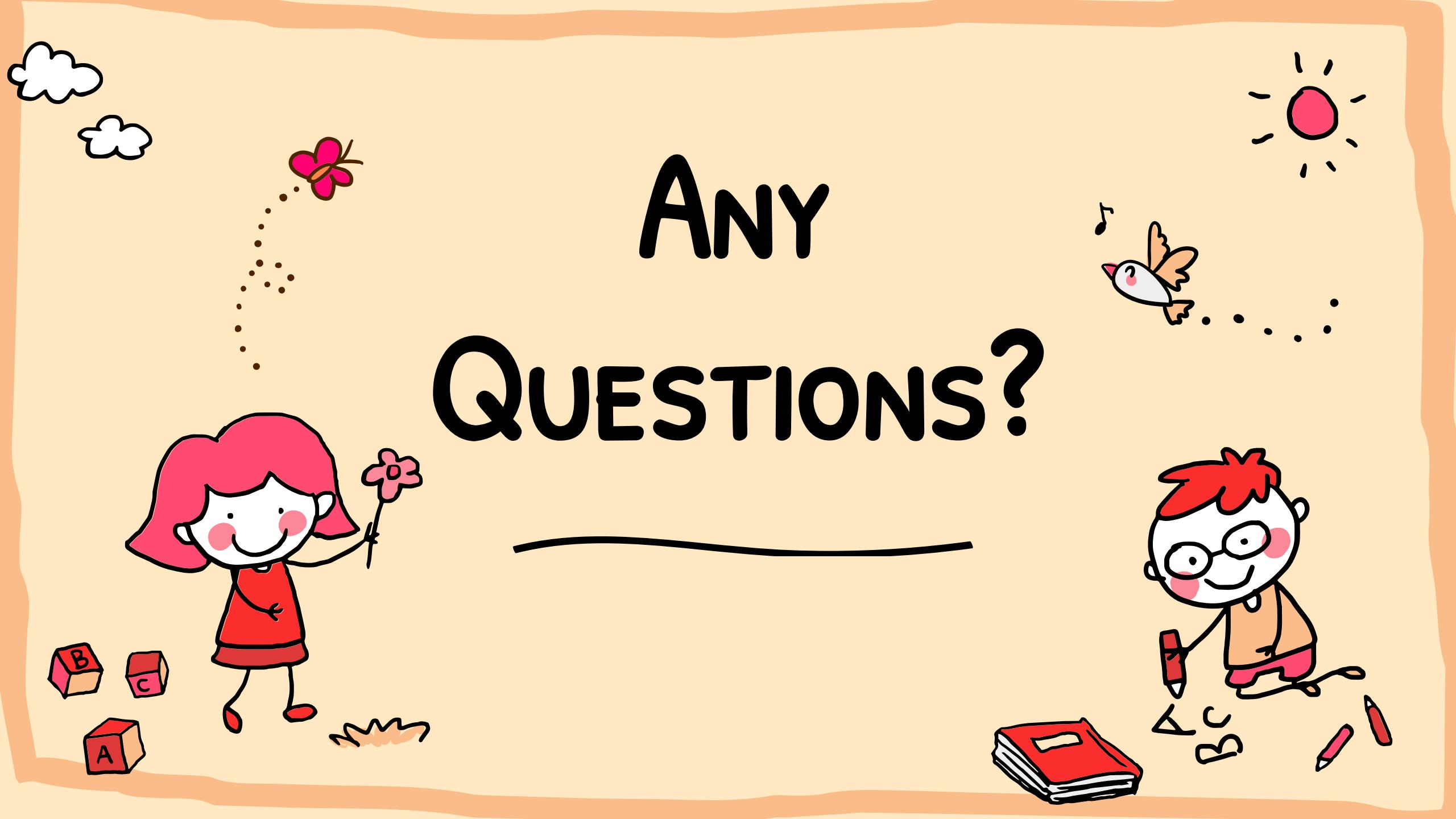
LUDOS

A small cartoon astronaut wearing a white spacesuit with a black helmet and a small blue patch on the chest is floating in space, holding onto the bottom edge of the smartphone. The phone's screen displays a yellow background with several small orange clouds. In the center of the screen is a blue rounded rectangle containing the word "LUDOS" in yellow, with a small cartoon chick peeking out from behind the letter "o".

CONCLUSION

- GAME-BASED LEARNING APPS ARE HIGHLY EFFECTIVE AND ENGAGING TOOLS FOR EDUCATION.**
- THEY COMBINE GAMING AND LEARNING ELEMENTS TO CREATE A UNIQUE AND IMPACTFUL EXPERIENCE FOR CHILDREN.**
- INTERACTIVE AND IMMERSIVE GAMEPLAY FOSTERS A POSITIVE LEARNING ENVIRONMENT, MAKING LEARNING ENJOYABLE AND MOTIVATING.**
- THE APP ACCOMMODATES DIVERSE LEARNING STYLES AND PREFERENCES, ALLOWING CHILDREN TO LEARN AT THEIR OWN PACE.**
- GAME-BASED LEARNING APPS PROMOTE THE DEVELOPMENT OF ESSENTIAL SKILLS BEYOND THE SUBJECT MATTER BEING TAUGHT.**
- THEY ALSO ENABLE PROGRESS TRACKING AND ASSESSMENT, HELPING CHILDREN AND FAMILIES MONITOR LEARNING OUTCOMES AND IDENTIFY AREAS FOR IMPROVEMENT.**

ANY QUESTIONS?



THANKS!

