1st team meeting

30th Nov 2023

Things we discussed

Industry: Education

Target Audience: P3-P4 Students

Materials taught: Math and Science

Problems we are solving

1. To aid the enhancement of the usage of visual learning in the education sector not just in schools but in tuition centers

2. Encourage the use of learning through technology

3. To bring about a more enjoyable time learning school subjects beyond traditional scool textbooks

4. Ensure that students have much more learning resources to cultivate self-directed learning from a young age

Assigned people

Fabian and Brayden - Maths

Marcus and Jian Wei - Science

Some of the ideas given to ensure learning is enjoyable

Addition of apples visually(addition)

Time-based questions

Environment control

Using a setting of City and business of math

Using a setting of fantasy and adventure for science

Interface

Game home page -) education level -) subjects -) topics

week 7

planning

week 8

design draft

week 15

progress review

week 16

touch up

week 17

presentation