Intro:

Emotion seeker is an interactive game for children from 3 to 4 years old. It is played through cards in which various situations are presented to be solved through the cards themselves. There are four levels with two different situations to solve in each level. Situation "a" consists of recognising the emotion of the person on the screen. To choose this emotion, 4 cards will be presented, and you will have to select with the mouse the card that corresponds to the person's emotion. Once you have selected the correct answer, you will move on to situation "b", which consists of carrying out an action considering the previous emotion. To do this, the same process is repeated with the cards, you must select the correct one to move on to the next level.

Objectives:

The main objective of this project is to design and carry out an educational game that allows the integral development of children in the educational stage from 3 to 4 years of age.

Specific objectives include:

* To plan and develop an educational game, not only from a programming perspective, but also from a pedagogical point of view.
* To create a proposal that allows working on the development of Emotional Intelligence, emphasising the recognition of emotions through association, and the growth of empathy.
* Establish an environment where parents feel safe allowing their children to explore new technologies.

Text and situations (It should be emphasised that there is a narrator who reads all the texts that appear on the screen):

1. Home screen:

* Play button.

1. Situation 1a:

* Context: Maria appears on the screen. She has a smile on her face. A text appears on the screen saying: "How is Maria feeling?”
* What to do: 4 cards with different emotions appear on the screen: Happy (accompanied by a smiling face), scared (with a scared face), sad (with a crying face) and angry (with a red and frowning face). After clicking on the desired card, if the answer is incorrect, it will appear “try again”. On the other hand, if the answer is correct, it will appear on the screen “well done”, and you will go to situation 1b.

1. Situation 1b:

* Context: Maria appears on the screen with a football and still has a smile on her face. A text appears saying: "Maria is happy because she had bought a football. What do you want to do?”
* What to do: 4 new cards appear on the screen with different actions to perform: Take the ball away (accompanied by a ball), Ignore Maria (accompanied by a picture of Maria with her back turned), ask Maria to play together (accompanied by a child asking Maria) and eat a bowl of pasta (accompanied by a plate of pasta). After clicking on the desired card if the answer is incorrect, "try again" will be displayed. On the other hand, if the answer is correct, "well done" will be displayed and you will go to situation 2a.

1. Situation 2a:

* Context: James appears on the screen. He looks scared. A text appears on the screen saying: "How is James feeling?”
* What to do: 4 cards appear on the screen with different emotions: Happy (accompanied by a smiling face), scared (with a scared face), sad (with a crying face) and angry (with a red and frowning face). After clicking on the desired card, if the answer is incorrect, it will appear “try again”. On the other hand, if the answer is correct, it will appear on the screen “well done”, and you will go to situation 2b.

1. Situation 2b:

* Context: Jaime appears on the screen on a chair and is still wearing a frightened expression. A text appears saying: "Jaime is scared because he has seen a ghost. What do you want to do?”
* What to do: 4 new cards appear on the screen with different actions to do: dress up as a ghost (accompanied by a ghost), ignore Jaime (accompanied by an image of Jaime with his back turned), accompany Jaime with his parents (accompanied by another children) and laugh at Jaime (accompanied by a child laughing). After clicking on the desired card if the answer is incorrect, "try again" will be displayed. On the other hand, if the answer is correct, "well done" will be displayed and you will go to situation 3a.

1. Situation 3a:

* Context: Tom appears on the screen. His face is red, and he is frowning. A text appears on the screen saying: "How is Tom feeling?”
* What to do: 4 cards with different emotions appear on the screen: Happy (accompanied by a smiling face), scared (with a scared face), sad (with a crying face) and angry (with a red, frowning face). After clicking on the desired card, if the answer is incorrect, it will appear “try again”. On the other hand, if the answer is correct, it will appear on the screen “well done”, and you will go to situation 3b.

1. Situation 3b:

* Context: Tom appears on the screen with his arms crossed and still wearing an angry expression. A text appears saying: "Tom is angry because someone has wet his T-shirt. What do you want to do?”
* What to do: 4 new cards appear on the screen with different actions to perform: Throw more water at him (accompanied by a bottle of water), Ignore Tom (accompanied by a picture of Tom with his back turned), throw mud on his T-shirt (accompanied by a puddle of mud) and help dry his T-shirt (accompanied by a towel). After clicking on the desired card if the answer is incorrect, "try again" will be displayed. On the other hand, if the answer is correct, "well done" will be displayed and you will go to situation 4a.

1. Situation 4a:

* Context: Ana appears on the screen. She has tears in her eyes. A text appears on the screen saying: "How is Ana feeling?”
* What to do: 4 cards with different emotions appear on the screen: Happy (accompanied by a smiling face), scared (with a scared face), sad (with a crying face) and angry (with a red, frowning face). After clicking on the desired card, if the answer is incorrect, it will appear “try again”. On the other hand, if the answer is correct, it will appear on the screen “well done”, and you will go to situation 4b.

1. Situation 4b:

* Context: The screen shows Ana sitting on the floor and she still has a sad expression. A text appears saying: "Ana is sad because she has fallen on the floor and hurt herself. What do you want to do?”
* What to do: 4 new cards appear on the screen with different actions to perform: Put on a band aid (accompanied by a band aid), Ignore Ana (accompanied by a picture of Anne with her back turned), give her a stone (accompanied by a stone) and run around Ana (accompanied by a child running). After clicking on the desired card if the answer is incorrect, "try again" will be displayed. On the other hand, if the answer is correct, "well done" will be displayed and you will go to situation 5.

1. Situation 5:

* The following message appears on the screen: "You win!”
* Then a button appears to return to the start screen: "Back to the start screen".

Graphics and specifications:

Flow charts:

