

# PROJECT PROPOSAL

## DON'T MIND TO GROW YOUR MIND

The DON'T MIND TO GROW YOUR MIND! is a memory game with diverse card motives, and interesting facts about ordinary animals or ordinary facts of interesting animals. Hence the application will have the educational side and fun side – playing memory games which also develops the brain.

The user will be able to choose one among 4 topics for card motives: letters, colors, animals, and cartoons. The game is primarily made for children to the age of 10. The game will stimulate the user for learning letters, color recognition, various animals, and their favorite cartoons. The application will give the user two options on the start: FACTS and GAME.

In the FACTS part, the user will learn some interesting facts about animals including a photo and a description. In the GAME, there are the card motives for the memory game: letters, colors, animals, and cartoons. Each of the sections will have 4x4, 6x6 and a 8x8 grid size. After selection of the grid, the user will be asked if they want to play with or without a timer. In the timer mode, the user is able to win more points. After answering, the user is forwarded to the game. When having a streak of 2 and more, the game will show encouraging messages like: Keep going! Great! You rock! Etc. At the end of the game, the user will be able to type in their name and see the highest 5 scores.

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