# SMOL TEAM PROJECT

# -WORDIE-

Our project Idea:

Our idea revolved around creating an educational game targeted at children and teenagers to aid them in their academic studies. The idea is an evolution of the originally proposed “quiz game” idea with a unique twist on it, aimed at improving its engagement and sustainability.

We took the viral online game Wordle and adapted it to fit into a more educational prospectus. This was done through additional features incorporated into the base game, such as thematic wordings based around different academic subjects, e.g., maths, English, and computer science. This would also mean the game would feature a menu to allow these features to be included.

Goals:

* Create a fun and engaging learning environment
* Make the game accessible and targetted towards children and teenagers
* Ensure the game is short, simple and intuitive to users
* Create a constantly evolving and expanding learning environment that can be adapted in the future

Target Audience:

The game targets children and those still in education; however, it is not limited to these groups. The game should be accessible to everyone. With the project aims, we would look to release this game in environments like schools and other educational environments in an application or similar format. An application format would also allow for a larger scope of release to those not necessarily in education.

Features:

* Main game
* Main Menu
* Simple UI
* Easy to access
* Simple win/lost conditions
* Word bank