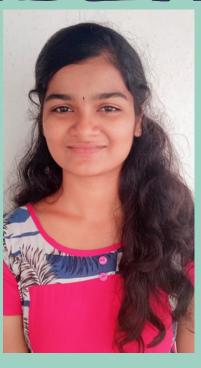


# TEAM MEMBERS PROFILE



PRABITHA P (TEAM LEAD)



**SANTHIYA A** 



**SAPARNA A** 





**ANU KIRUTHIGA R** 



**DEEPA SHARANYA S** 

### PROBLEM STATEMENT



As a beginner every kid would face difficulties with solving problems all by themselves. **Especially when it comes to** Math, children lack interest in it as it involves logical thinking and problem solving which needs lot of practice. Hence we have come up with a great idea to involve students with the help of our game **MATHINGOO** 

## PROPOSED SOLUTION

Every problem has solution! Doesn't that sound interesting! As we all know practice makes a man perfect we have come up with an idea such that every kid can practice maths with our MATHINGOO.

We are planning to build the game with attractive UI/UX such that kids get stimulated with the environment.

#### IMPLEMENTATION

- •We will be using UNITY GAME ENGINE for developing our game MATHINGOO
- •This engine can be used to create three dimensional(3D) and two dimensional(2D) games, as well as interactive simulations and other experiences
  - •C# will be used to implement various levels of the game.

# MATHINGOO

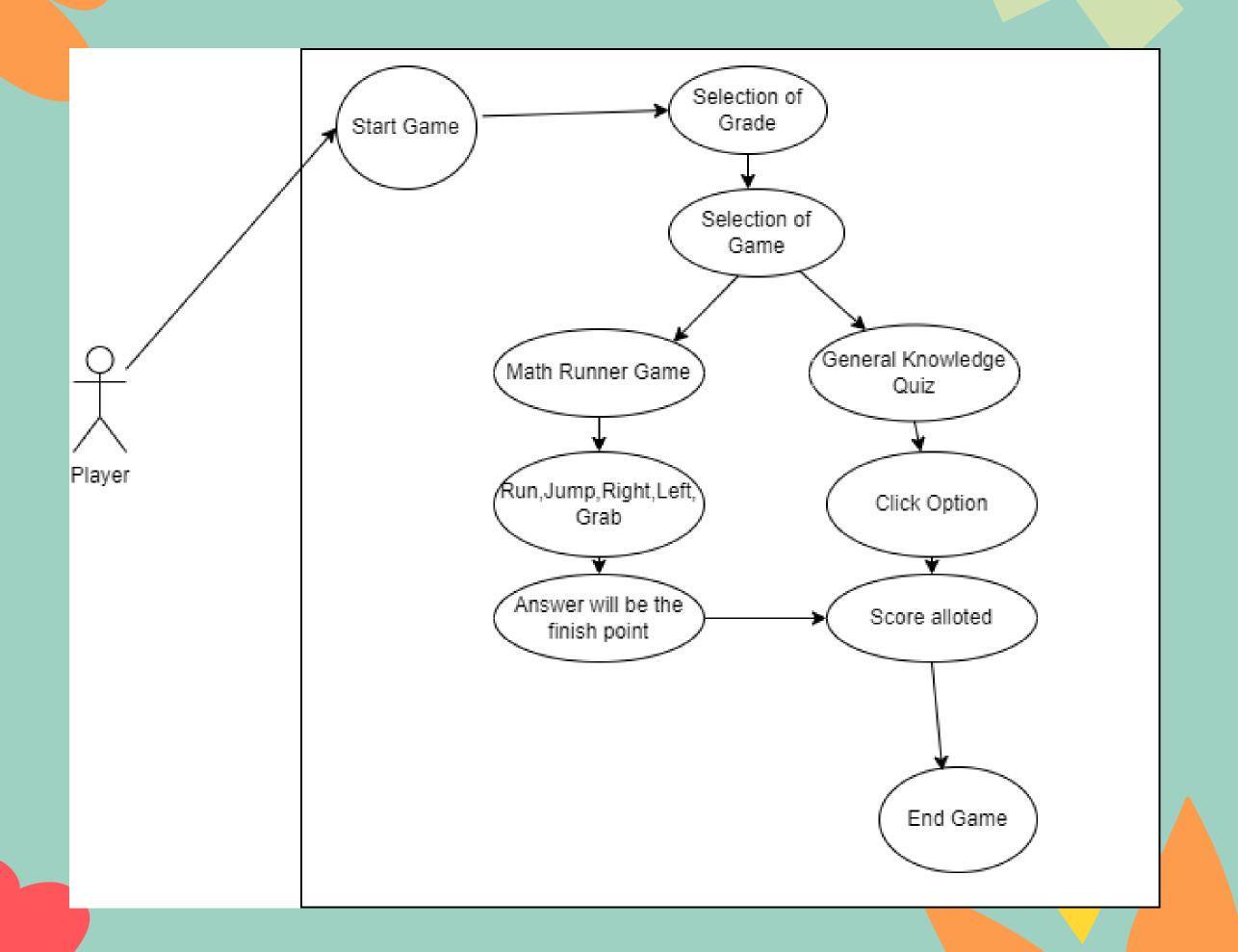
#### **How it works**

- 1. FIRST SCENE: Selection of grade.eg, Grade 1 to 10.
- 2. SECOND SCENE: Selection of Game
  - i) MATH RUNNER GAME
  - ii) QUIZ
- 3. THIRD SCENE:
- i) In MATH RUNNER GAME Basic arithmetic operations should be performed as fast as possible while the character runs. Game ends once the goal is reached
- ii) In Quiz Mathingoo does not only have maths, it has lot features including General Knowledge.
  - 4. FOURTH SCENE: Credit points will be shown along with their best score.

## NOVELTY

- 1. There are not many games that helps in practicing maths along with having fun.
- 2. There are many general-knowledge quizzes along with math runner game so you can learn both in the same platform.
- 3. Child-friendly.
- 4. It helps in improving mental math as the game has good tempo within it.

# USE CASE DIAGRAM



#### DEPENDENCIES

#### UNITY 3D

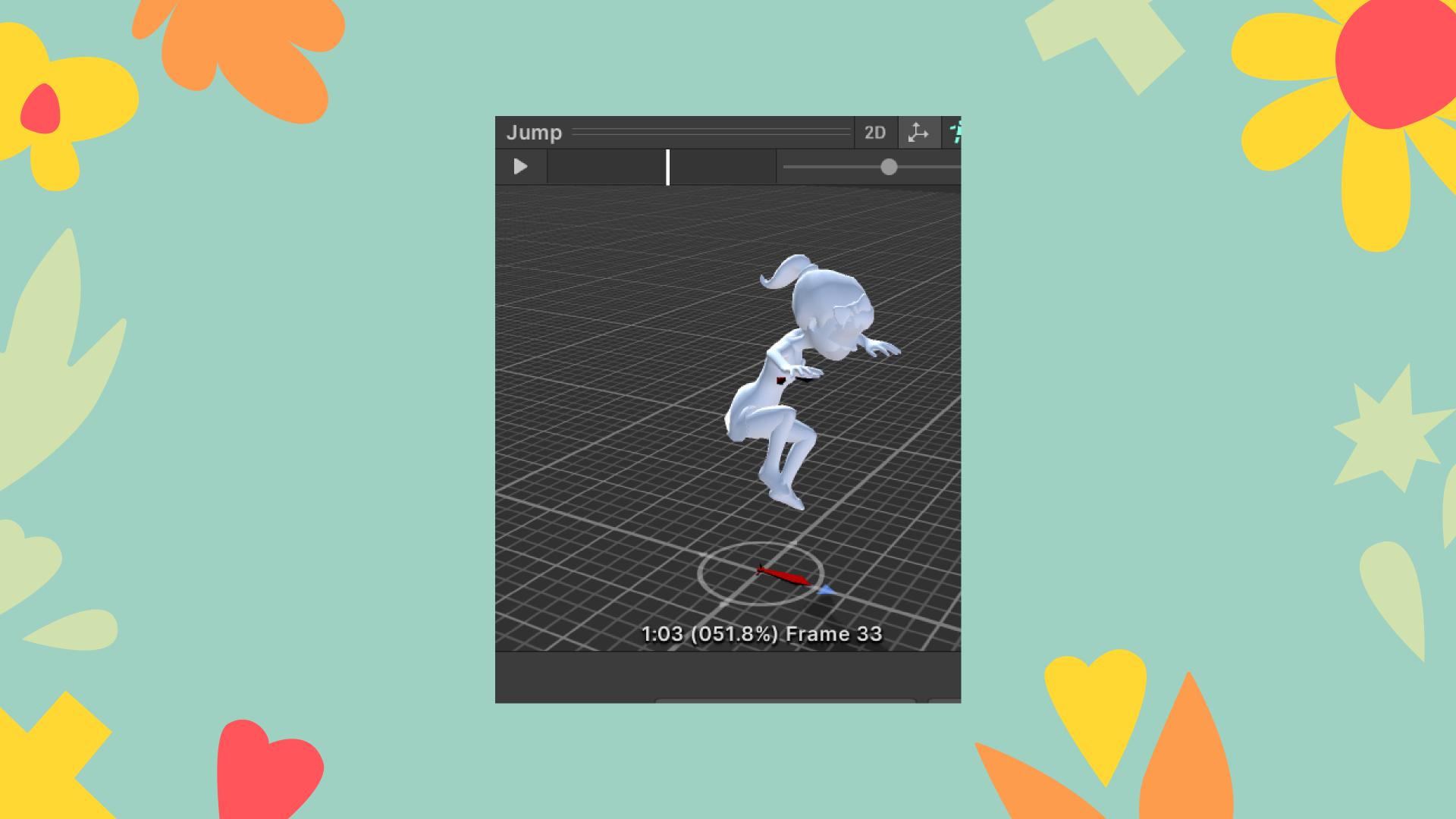
We used Unity 3d used for setting up the environment of our game MATHINGOO.

• C#

We used c# to store behaviors in unity, create custom actions and interactions within the game space.

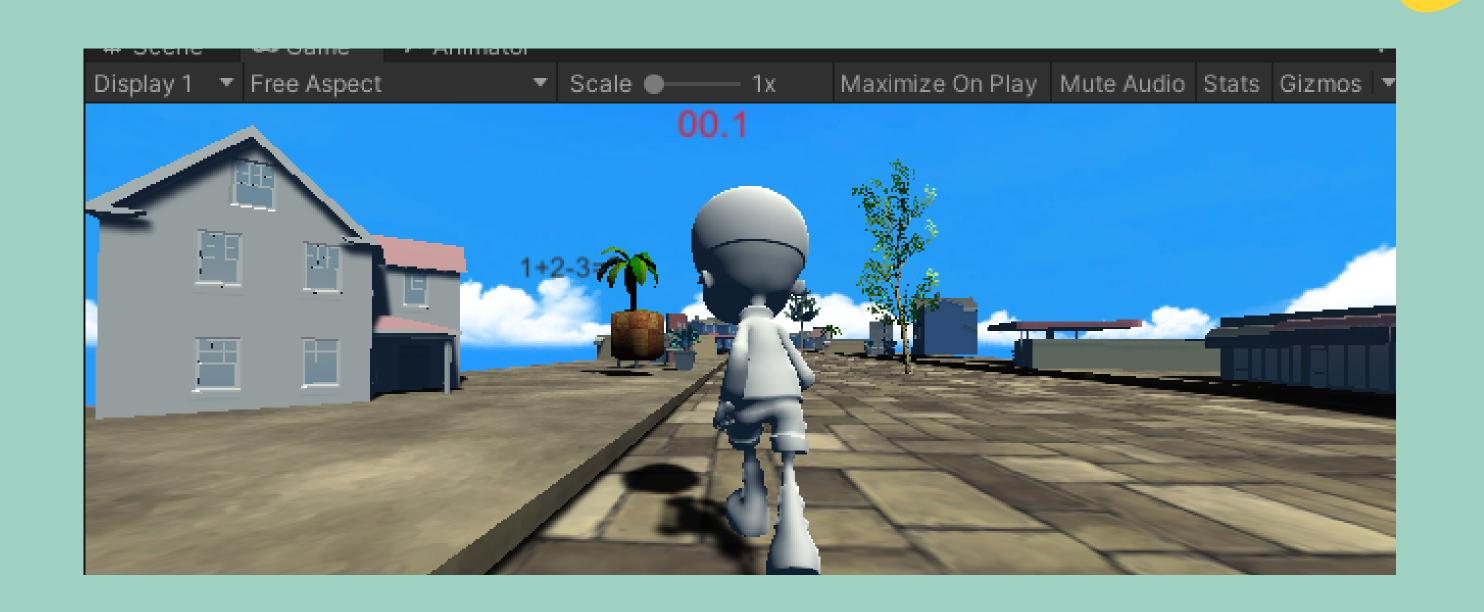


















Aryabhata

Who is known as 'Father of Mathematics'?

Archimedes