

## INSTRUCTIONS

The BRAIN TRAINING GAMES are a set of games designed for children to test their quick decision skills, flexibility of mind, spatial skills and impulse control.

(The codes for the Brain Train games are saved in the src folder.)

### **For game colour.java :**

If the meaning (colour name) in box on top matches the colour of the word written in the box below, press '**yes**' else press '**no**'. The number of correct and incorrect answers is calculated and percentage of QUICK DECISION SKILLS is displayed. To quit the game at any point, press '**Quit**'.

### **For game leaf.java :**

Press '**play**' to start the game. Click on the direction button corresponding to direction in which green leaves move and the opposite direction of movement of yellow leaves. The set of direction buttons are given at the top right of the screen. To quit the game at any point, press '**quit**'. The number of correct and incorrect answers is calculated and percentage of FLEXIBILITY OF MIND is displayed.

### **For game shape.java :**

If the shape or symbol after the beep and after the screen blinks is the same, press '**yes**' else press '**no**'. The number of correct and incorrect answers is calculated and percentage of SPATIAL SKILL is displayed.

### **For game vowel.java :**

If the number in the box on top is even and the alphabet in the box at the bottom is a vowel, press '**yes**'. Even if either one condition is not true, press '**no**'. The number of correct and incorrect answers is calculated and percentage of IMPULSE CONTROL is displayed.