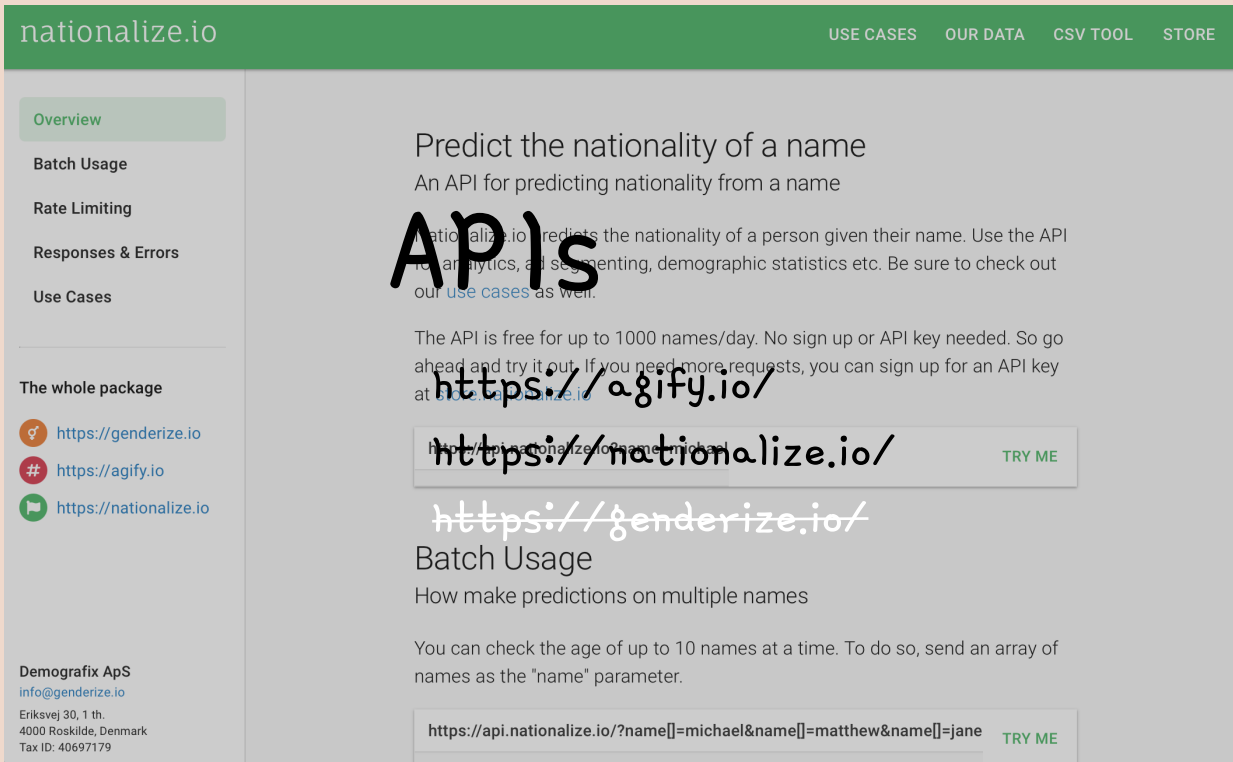


# Names Around the World

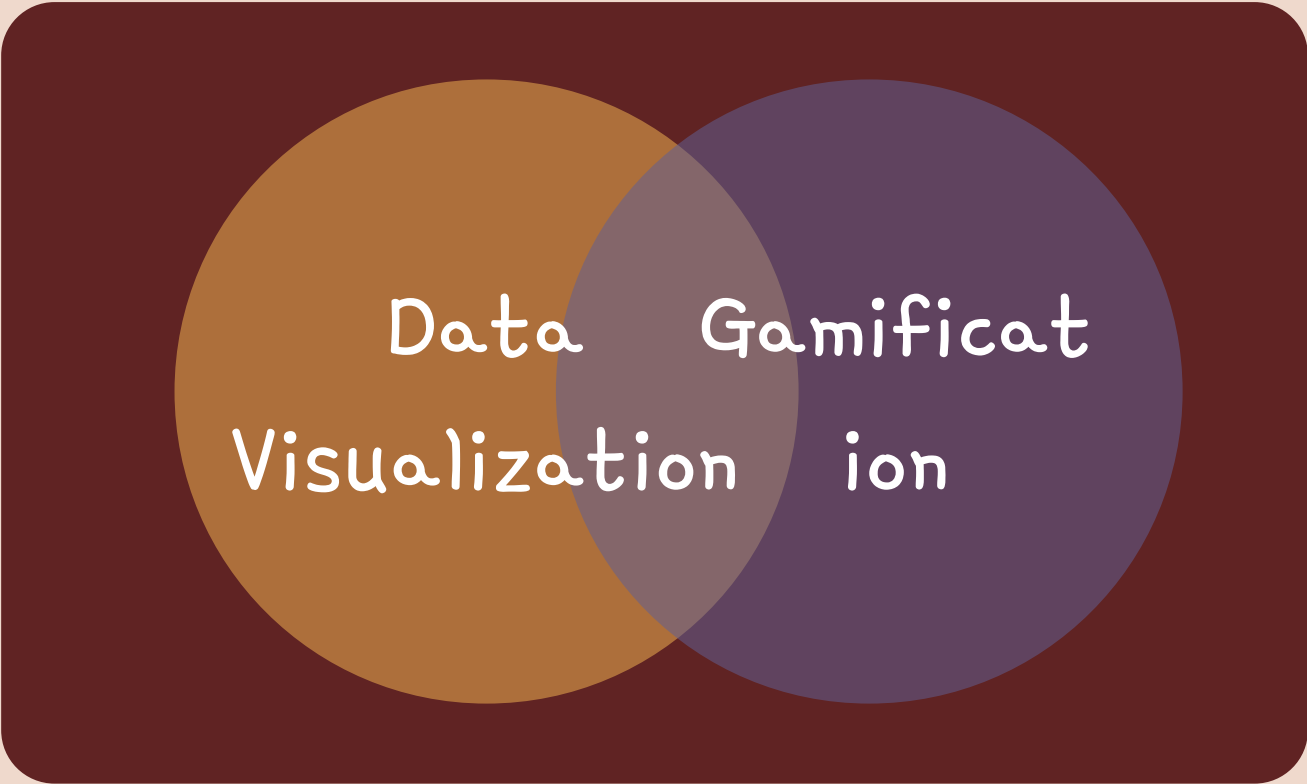
Soojin Lee

# Concept

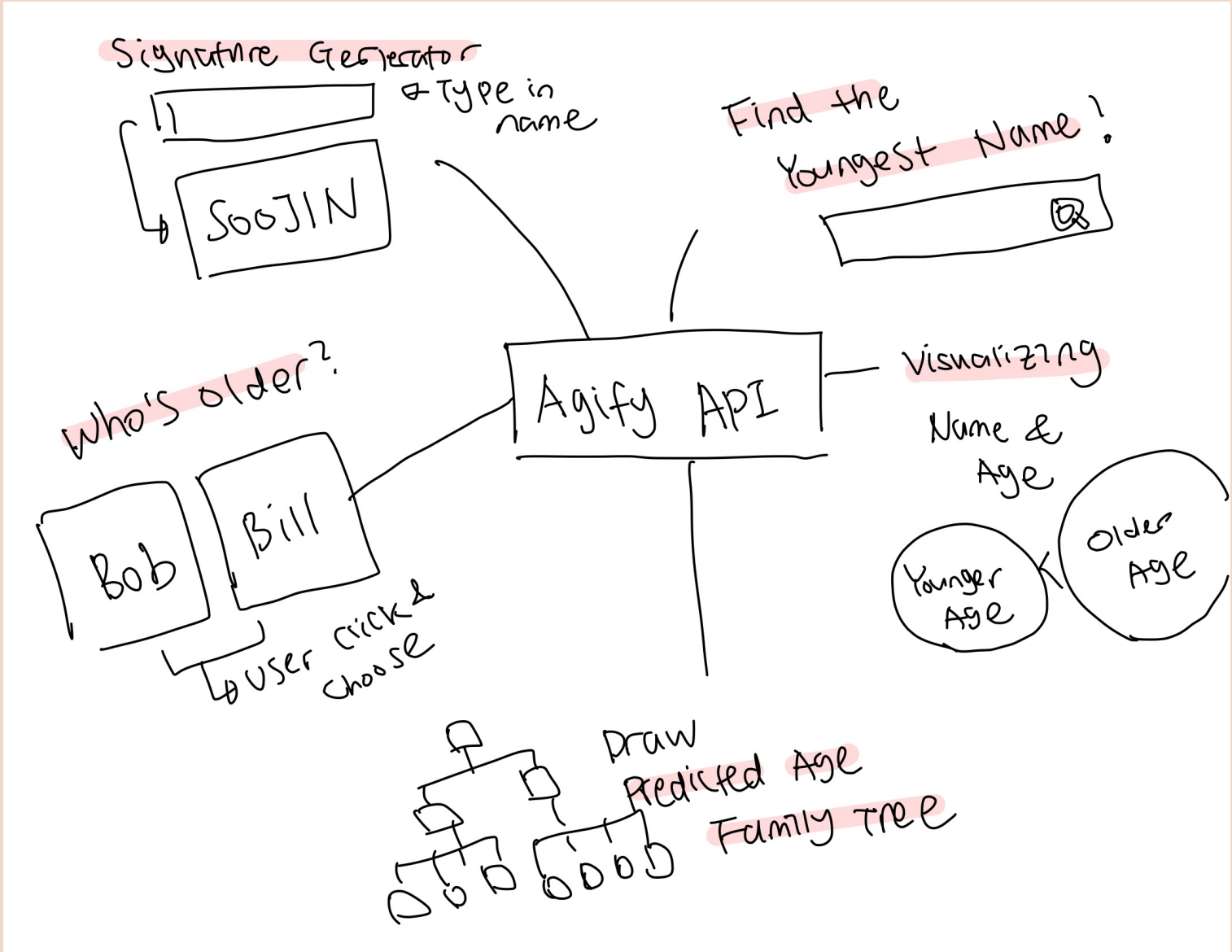
## APIs



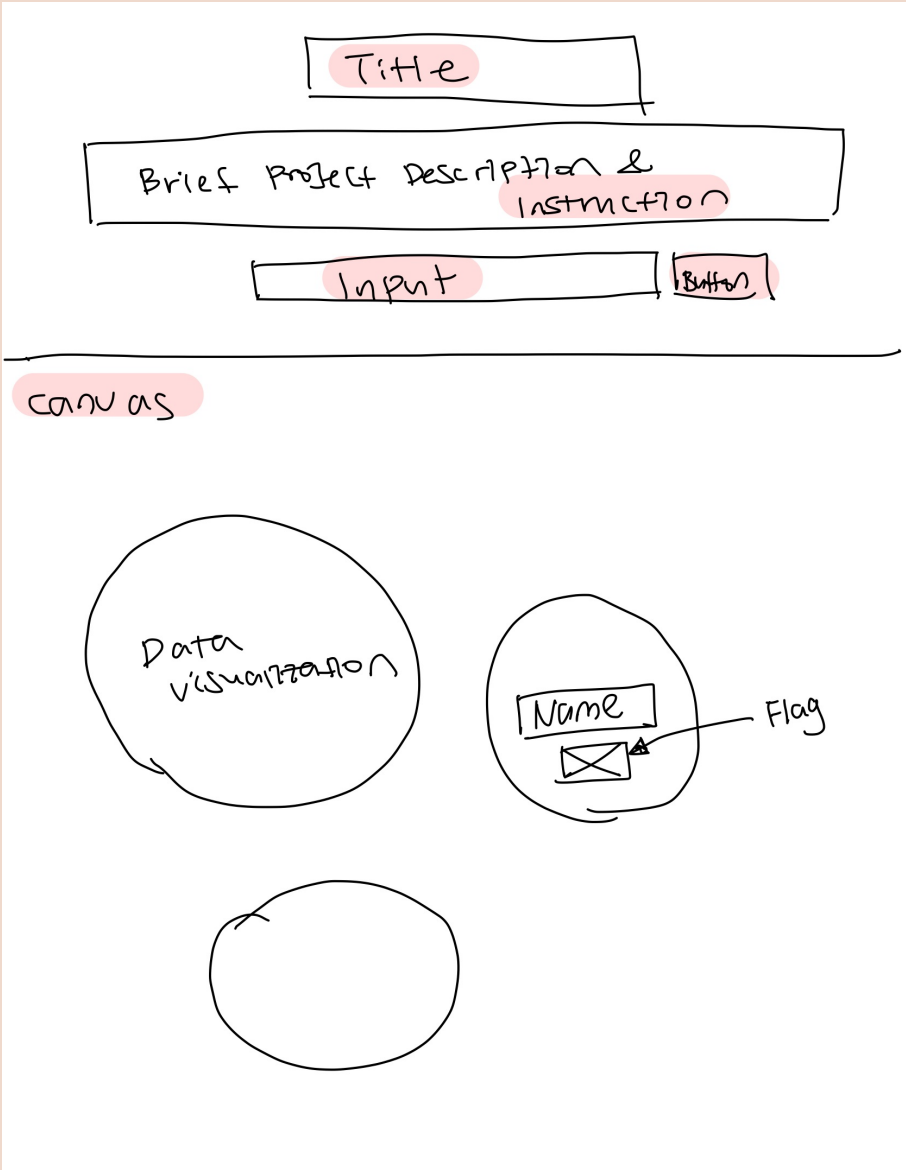
## Content



## Game Mechanics

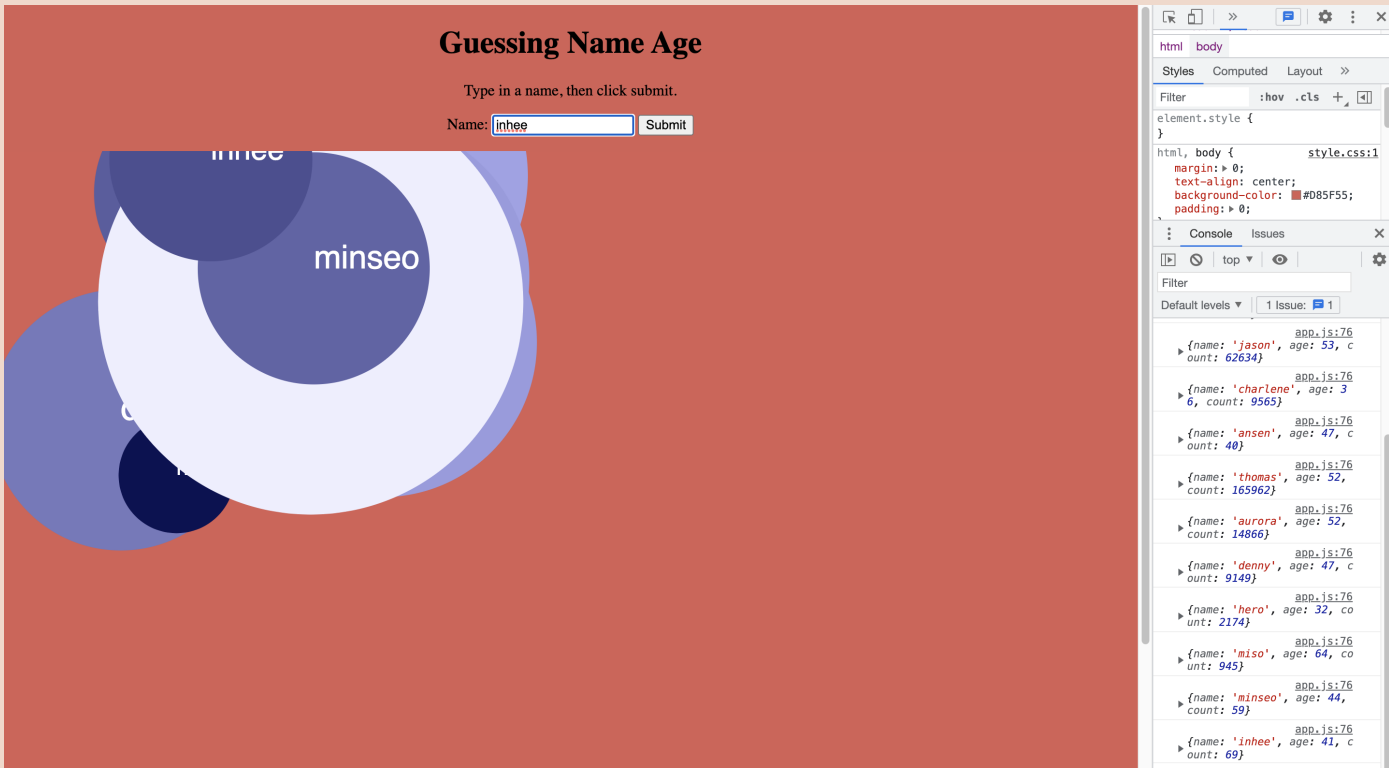


## Wireframe

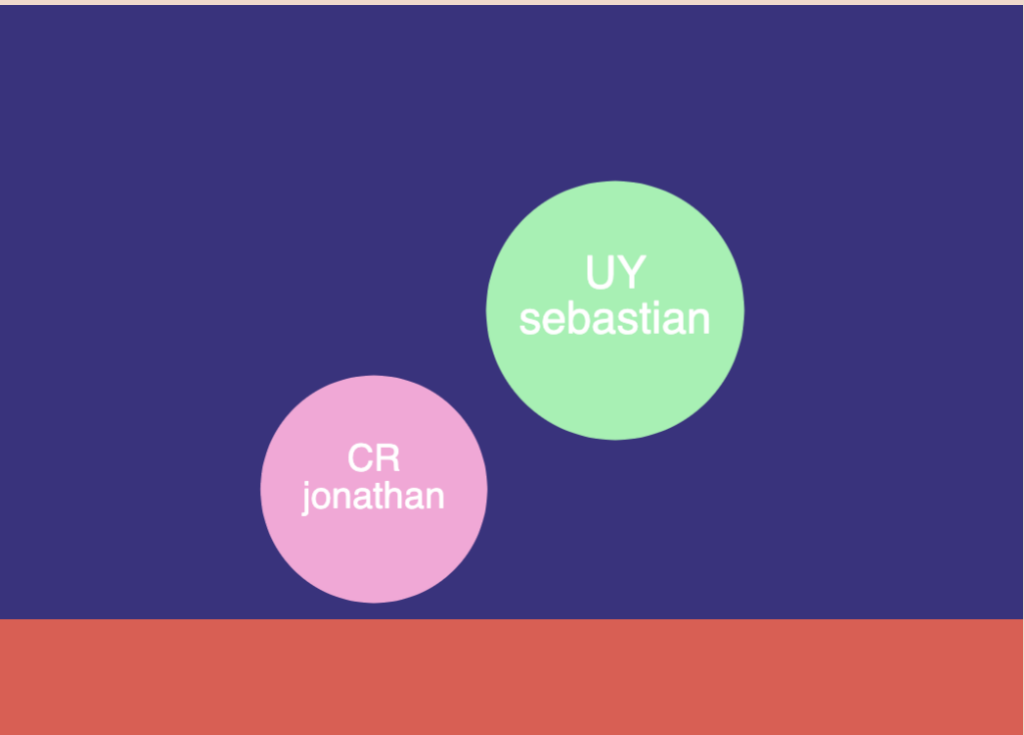


# Process & Challenges

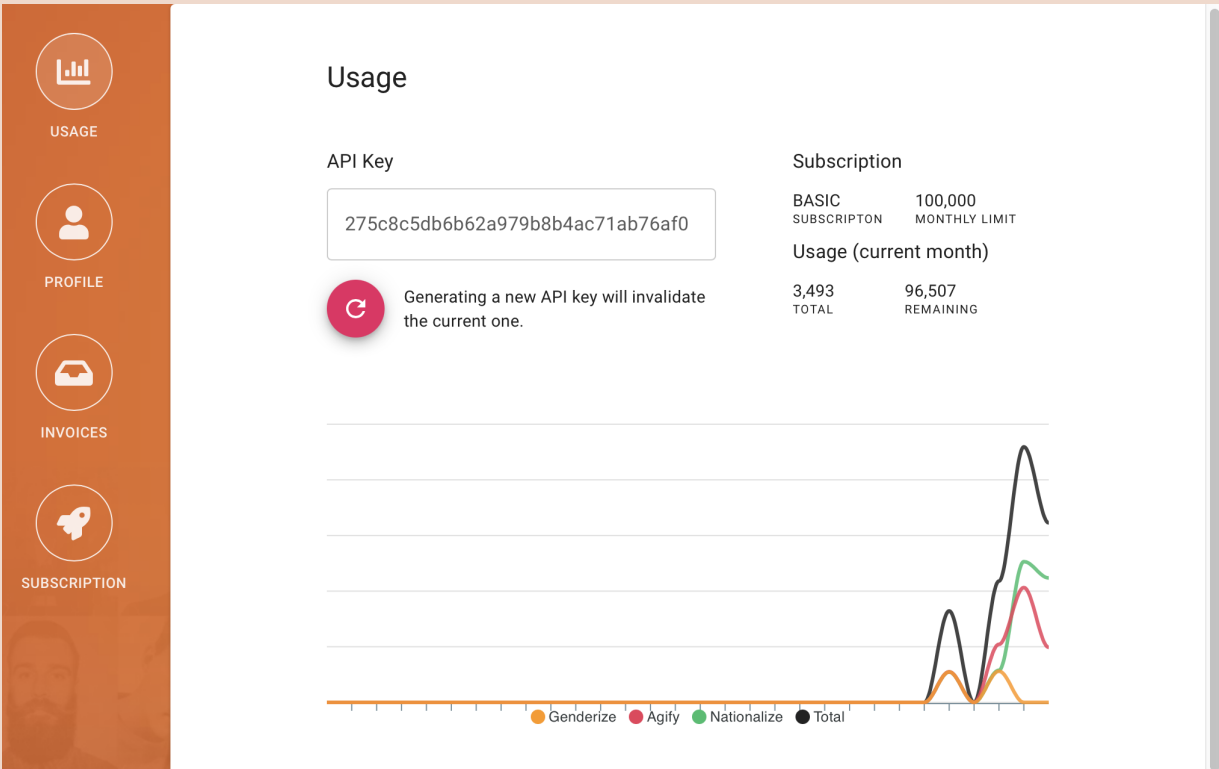
## Class, Object & Move



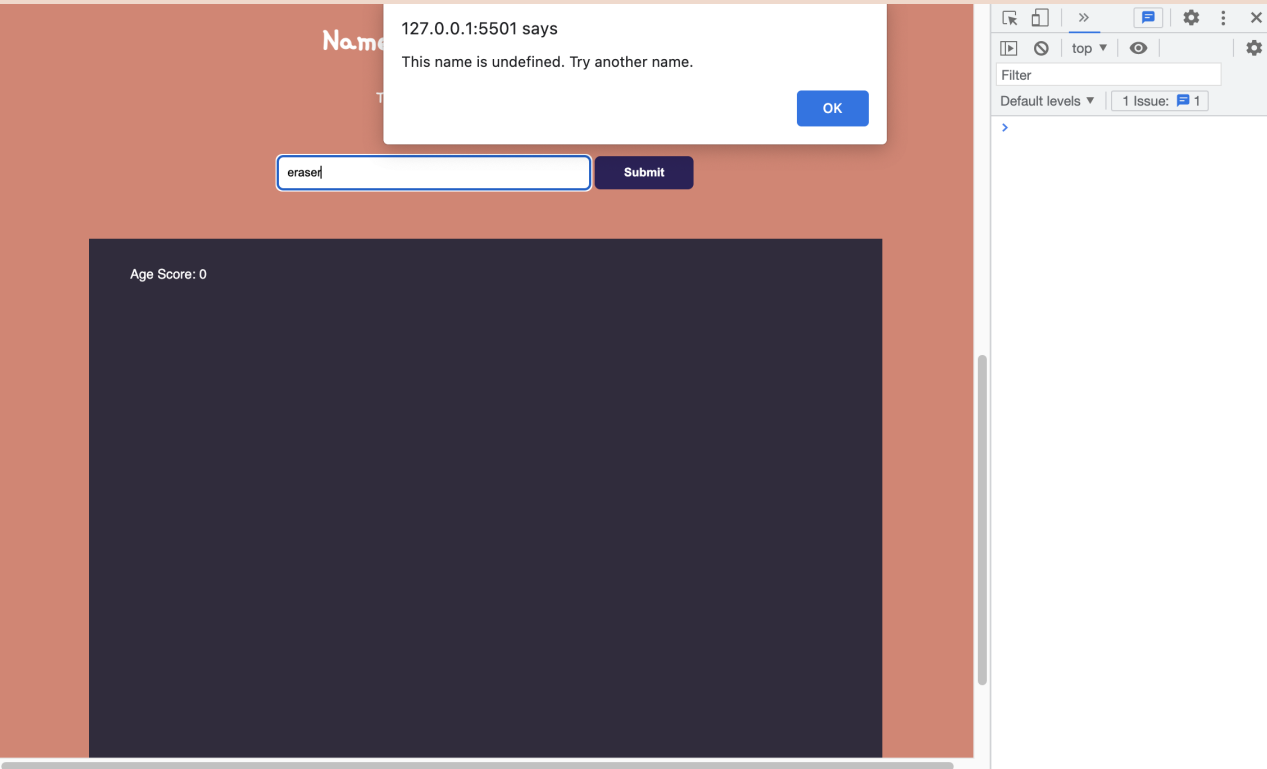
## Convert Country Code to Country Name



## Purchase API Key



## Error Prevention



## Next Step(s)

### Level Design

- Easy, Moderate, Difficult.  
(change target scores)

### Game Finished: You Win!

- When the game ends, show the analytics: oldest name, youngest name, list of countries etcetera

### Continue Getting Feedback

- Bugs?
- Underrepresented group(s)?

Find existing biases in the dataset. Improve game to be more inclusive & less discriminatory within existing bias in data.