

4. Research Aim and Objective for the trivia game

Aim:

This trivia and riddles learning game is designed to make studying fun by tapping into the popularity of gaming. It uses elements like achievements, challenges, and exploration to encourage engagement. Blending material with gameplay makes complex ideas easier to grasp, helping with understanding. The game encourages thinking and solving problems through learning that caters to individual interests and abilities. It includes systems for progress and rewards to motivate players to set goals and track their advancement boosting their drive. Ultimately by nurturing curiosity, self-assurance, and a positive attitude towards growth the game aims to spark a love, for learning and support personal and academic growth

Objectives: 1.

One of the objectives will be to ensure that the audience stays active and entertains themselves by solving problems or answering trivia questions and difficult riddles.

2. Incorporation of the use of love for education by the need for educating more people in the fun ways that are playful and have interactive nature.

3. Here, for the sake of enhancing learning theories and improving the retention as well as comprehension, the game will be designed to reinforce learning through interactive gameplay so that students can receive the feedback immediately.

4. Making up for different age and skill levels, levels of difficulty, number of opponents, and other customizable options put people at the decision making.

5. We will ignite in the active players a desire to learn new things, as the learning itself will be a part of the virtual environment by generating scenarios, mini-games, and daily tasks that will be a guide in the learning process.

6. Thus, the purpose of the process is to fortify this feeling of attainment and progress by awarding players with a countable score, unique achievements and better content due to their quiz answers and riddles being correct.

7. In order to boost friendly relationships, engagements and sharing, we should incorporate things like multiplayer modes, leaderboards, community forums where people will fight, share experiences and link with others in the same social platform.

8. To ensure ongoing learning and individual development through provision of extra learning materials in addition to creating dicentry for the players to apply the information learned after the game.

9. To be an ecumenical platform for everyone, the game may as well be customized to suit players who belong to different backgrounds, have different disabilities and are of different learning styles.

10. For a continuous cultivation and traction of the game, the related features, content, and progresses should be making constant updates as they relate to educational progression and the feedback of its users.