# Request For Proposal.

## Project Description

My project is a browser game that teaches various mathematical concepts. While similar to JumpStart, this game is aimed towards teaching adults with an interest in learning. They should at least have a high school diploma. University experience is a plus. The main goal is to provide a stress-free environment that facilitates learning. Too often do people say, “I hate (insert subject)!” due to a bad experience they had.

Users have flexibility in choosing which subject they wish to explore. Each subject will be split into two sections, the lessons themselves and the accompanying storyline. The lessons consist of ten to fifteen minute videos hosted on YouTube. After watching the prerequisite videos, a gameplay scene is unlocked. In these scenes, the user’s knowledge is tested in order to progress the storyline. For example, the player is fighting an enemy and a correctly solved equation will be a successful hit.

## Justification

My goal is to become a high school mathematics teacher after I earn all of the prerequisites. Therefore, this idea fits my interests perfectly; I am infatuated with the world of math and I will gain more experience in the field of education. In addition, I enjoy writing storylines at times and this is an excellent opportunity to explore my hobby.

It is my hope that my fellow peers will enjoy learning new concepts or refreshing knowledge from prior classes. If not, perhaps they will at least enjoy the entertainment aspects of my project. I can only hope that my writing is deemed entertaining.

I will have to recall all that I have learned in my math courses throughout my time here in order to teach it. Of course, I also need to remember what I learned in prior computer science courses, particularly Interaction Design and Game Design. Databases will also be useful for deciding how I want to store data.

I do not believe this project will be extremely difficult in terms of technology. If animation is too far out of my grasp then the gameplay can be purely text-based. In fact, I am heavily leaning towards starting with text and possibly adding in animation down the line. Again, my focus is education rather than entertainment. Speaking of which, the most challenging aspect of this project will be laying out lesson plans. I must make sure my speech and meaning are clear.

The tools I need are easy to find on a college campus. Computers for programming are abundant and I have my own too. I will need to find a nice video camera and a classroom(s) I can use alone. That being said, this project will likely never be completely finished. The framework and a few subjects may certainly be completed in a semester but to teach the entirety of mathematics is a daunting task! After all, there are numerous concepts I do not know or have even heard about. But this is not a bad thing; this merely means my project can be expanded throughout my lifetime.