Project Description:

Video games may negatively affect children progress and behavior. Games can lead to poor social skills, time away from family, schoolwork and other hobbies, lower grades, reading less, exercising less, becoming overweight, and having aggressive thoughts and behaviors. Despite what many parents might think, not all video games are detrimental to child development. Many modern games serve as interactive forms of education to children. They help teach kids about real world skills that they can use later in life. Video games can also help improve children’s memory even when they no longer play them. Parent should be aware of what’s happening every time their children log on. **Video games that are specifically designed to test and improve children’s social and emotional skills could enable parents and teachers to spot issues and help children improve their behavior and performance at school as well as in later life.**

**Work in teams of 4 or 3 students.**

**Use the C++ language to design and implement any educational game or Montessori game to improve the child skills. The game must compose of minimum 3 levels. Levels should gradually progress from the easiest to the hardest.**

**The game shouldn’t be static that is shouldn’t be played each time in the same way.**

**The game should record the child score, and response time to generate reports for the parents**

**The child and parent should login into their accounts before using the application**

**The game should have an attractive user-friendly GUI .**

Shape

Description automatically generated A picture containing clipart

Description automatically generated