

## Team 6D – Bing Chilling Description

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### Origin

The game is a simple and useful flashcard game which tests one's knowledge on basic words in Chinese. We have named it "Bing Chilling"<sup>1</sup>, inspired from John Cena, advertising Fast & Furious 9 in Chinese, while eating ice cream, which is "Bing Chilling" in Chinese. Bing Chilling was inspired from "Anki"<sup>2</sup>, which is also a flashcard game which functions similarly to the game we had developed.

### Scenario

When we first formed our Computational Thinking and Design 1D Project grouping, we realized that we had 2 Non Chinese-speaking members in our group. Coincidentally, both members would like to learn basic Chinese words. Thus, we came to the consensus of creating a simple flashcard game, which helps the Non Chinese-speaking members to test themselves on the basic Chinese words they have learnt previously.

### Game Purpose

Bing Chilling helps our Non Chinese speaking members to test themselves on their own progress, without any external help needed to check their translation ability.

### How "Bing Chilling" is played

The player will be shown a Chinese word, which they will be required to translate to English on their own. Once the player clicks on Reveal, the flashcard will flip and show them the correct answer. If the player has gotten it correct, he will click on Correct, otherwise he will click on "Test again". The number of times the player clicks on "Test again" will be accounted for. The game will only end once the player has finished all the questions, and will show the player the report of his game.

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<sup>1</sup> YouTube. (2021). *Bing Chilling*. YouTube. Retrieved December 7, 2022, from <https://www.youtube.com/shorts/AWOyEluVzzQ>.

<sup>2</sup> *Powerful, intelligent flashcards*. Anki. (n.d.). Retrieved December 4, 2022, from <https://apps.ankiweb.net/>

The main highlight of Bing Chilling is the report, which is shown at the end of the game. It shows animations of different faces and number of stars, depending on their retry count. This report mainly shows how well the user was able to successfully translate Chinese words into English. Not only does it show how long the user had taken in the game, it also shows how many times the user chose to retry, as well as a summary of the words the user learnt throughout the game. These features allow the user to take note of their progress, so they can repeat the game and test themselves again to improve their translation ability.