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# QUIZ GAME ON MEDICAL OBJECTS

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Serious Game Design and Development



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## **Abstract:**

Test on Medical Object is Objective sort with picture redirection and a plan contraption proposed to demonstrate its customers the data and ability to see the Medical test. The diversion duplicates point by point bits of the helpful question, for instance, dropper, Glucometer, Thermometer et cetera. The restorative logical inconsistency diversion will combine a prompt and easy to use interface, allowing youngsters, and players of all age gatherings to get to the energy effectively. This redirection will feature of remedial articles to teach, where customers are set in a normal and possible situation where they don't with anything yet their brains, and feeble before the earth around them. In this condition players, must change quickly and take in as far as possible and are essential to their flourishing. People from moving foundations are bending up intelligently dependent on their progression and the workplaces of society, many consider this, and likewise making sensible survival setting up a fundamental bit of our shrouded youth.

## **Introduction:**

The Quiz on medical object game is used to learn and identify the medical objects for kids. This game has list of medical images with multiple options and we have identified the medical objects. Each corrected answer, players will get 10 points. This game has three life time, each wrong answer then life time of the game will get decrease and finally players can get when they click result button. The reason to develop this game is to identify and learn about the medical objects for kids. If kids play this game, then they can get widely knowledge and recognize the medical objects. This game for kids and it should be more interactive with sound and options to play game. This game based on medical images and it is developed in java swing because it is easy to develop Graphical User Interface (GUI).

## **Game Proposal:**

The Quiz on accommodating dispute stimulation is utilized to learn and perceive the medicinal things for kids. This beguilement has once-finished of restorative pictures with different choices and we have seen the medicinal things. Each cured answer, players will get 10 focuses. This distraction has three life time, each wrong answer then life time of the diversion will get lessen in conclusion players can get when they click result get. The motivation to build up this preoccupation is to see and find a few solutions concerning the helpful things for kids. On the off chance that adolescents play this redirection, by then they can get generally information and see the supportive articles. This distraction for adolescents and it ought to be more sharp with sound and different alternatives to play enchant. This distraction considering supportive pictures and it is made in java swing since it is unquestionably not hard to make Graphical User Interface (GUI). Therefore, this stimulation made in java swing which can strengthen pictures with parts and in future we can expand this redirection feasibly and it additionally support to redevelop adaptable application preoccupation. This came has more relationship with player and it will direct player to play in clear way. Thusly, this pleasure condition offer easy to use and effectively to understand the redirection. These all the above reasons or purposes of intrigue are to get reinforce for this test on helpful picture.

## **Funding:**

The Quiz on helpful inquiry redirection is used to learn and recognize the therapeutic articles for kids. This entertainment has summary of remedial pictures with different options and we have recognized the helpful things. Each amended answer, players will get 10 points. This redirection has three life time, each wrong answer then life time of the

entertainment will get reduce in conclusion players can get when they click result get. The inspiration to develop this redirection is to recognize and get some answers concerning the therapeutic things for kids. In case kids play this preoccupation, by then they can get for the most part data and see the remedial articles. This entertainment for youngsters and it should be more astute with sound and other options to play preoccupation. This redirection considering remedial pictures and it is delivered in java swing since it is not hard to make Graphical User Interface (GUI). So, this redirection made in java swing which can reinforce pictures with parts and in future we can widen this beguilement adequately and it moreover support to redevelop adaptable application delight. This came has more joint effort with player and it will control player to play in straightforward way. So, this beguilement condition offer straightforward and easily to understand the preoccupation. These all the above reasons or focal points are to get back for this test on helpful picture.

### **Target Audience:**

This pleasure is normal for kids who are intrigued to consider the accommodating pictures and learn and audit the helpful things. This is for 8-12-year-old is the goal of our dispatched thing. This is the standard age of the exuberant youth who is examining the fields of strong to see the photos which are related to accommodating. The delight will be unprejudiced focusing on certifiable outside individuals between the ages passed on beginning at now. Both male and female players will have the opportunity to be tended to by an in-interest picture going up against the position of the player and going about as the layer in which the customer relates to the character's fights inside the redirection. The reason of focusing on this party of social event of onlookers is that for this new time of youngsters, they don't have much understanding or information of how to see the obliging articles. Showing up especially in relationship with the more settled ages, this age has less outside exercises, or the shot of getting

into a resolute to consider the surgical and solid things. They should get this learning with the target that they can be significant, information on recouping field. Another reason is, PC incitation is a champion among other media to teach adolescents to learn information. It is conceivable that these understudies can find a couple of methodologies concerning the, obliging field from course looking, their family, or from some outside experience. Regardless, having energies for the most effect does not take as much time as taking a gander at or taking a course, so it's more skilled. In addition, considering the redirection respect, beguilement will be more had all the essential qualities to youths.

### **Accessibility:**

This game was not designed for various ways to access but in feature development of this game can add more features to access in different ways such as

#### **Colour blind:**

The content of the game will be more compatible for colour blind users. The game questions are based on text and images with bold font black colour. So this game can play colour blind users.

#### **Blind users:**

This game is not compatible for blind user because game developed based on medical images and identifies the images but in future we can add more features such as audio to read questions which can be based on medical related question not on images. Now this is not compatible for blind user.

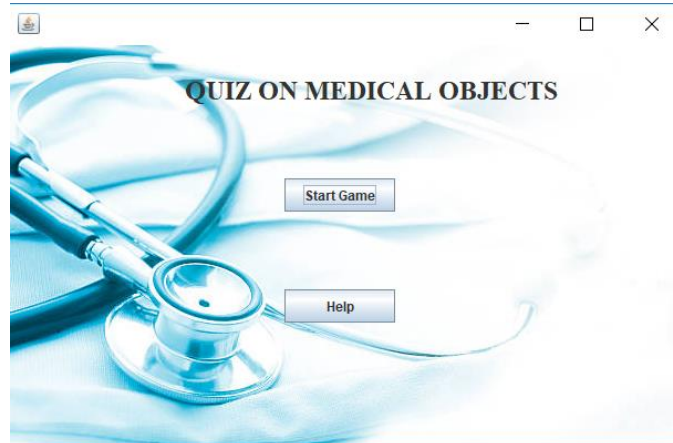
**Deaf:**

Quiz on medical image game has sound effects but it can play by the deaf user because questions are based on medical images they can view and answer. The sound effects are given for alert and error messages as well as we will display the messages for errors and alerts for this game.

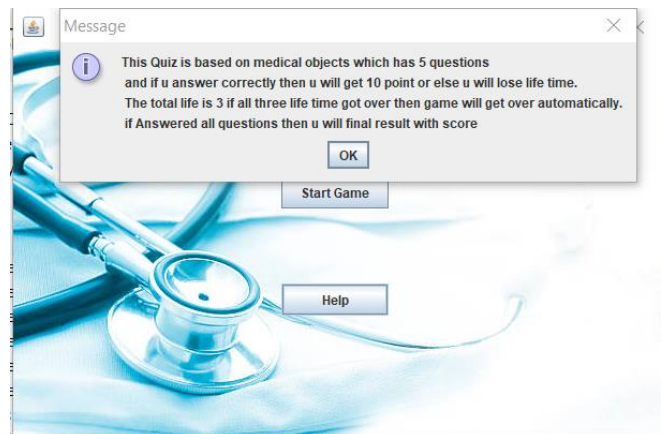
**Game Outline:****Controls:**

The Quiz on medical object game is used to learn and identify the medical objects for kids. This game has list of medical images with multiple options and we have identified the medical objects. Each corrected answer, players will get 10 points. This game has three life time, each wrong answer then life time of the game will get decrease and finally players can get when they click result button. This game has two screens are main screen and test screen. The main screen has two controls are start game and help. The help control is used to display the instruction to play the game and start game control directly take the player to play the game in test screen. The main screen of the game has given below which has two components are start and help button.

## Interface:



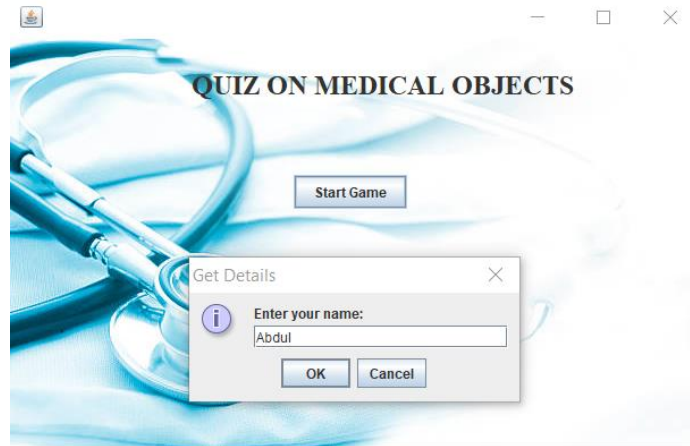
Screen shot 1: Main Screen



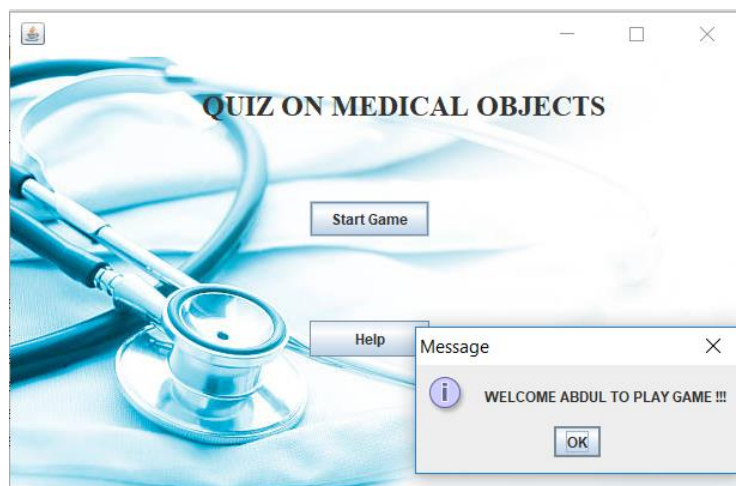
Screen shot 2: Help window

When player start game then it will get the details of the player with two options are ok and cancel. Once player entered players name and click ok button then the main screen takes the player to the test screen. The below screen shot shows get the details of the player and display the test screen window.

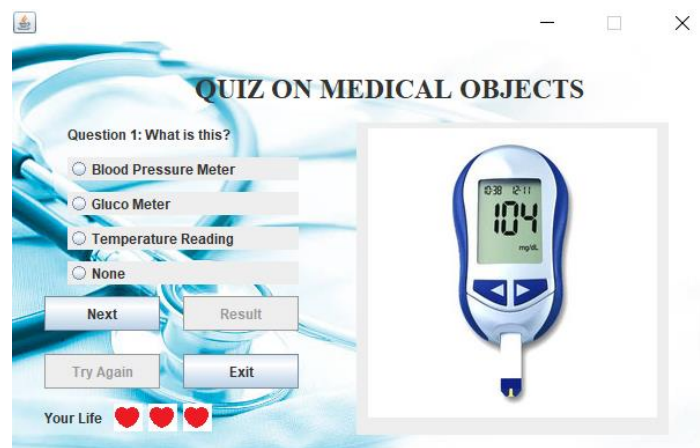




Screen shot 3: Get player's details

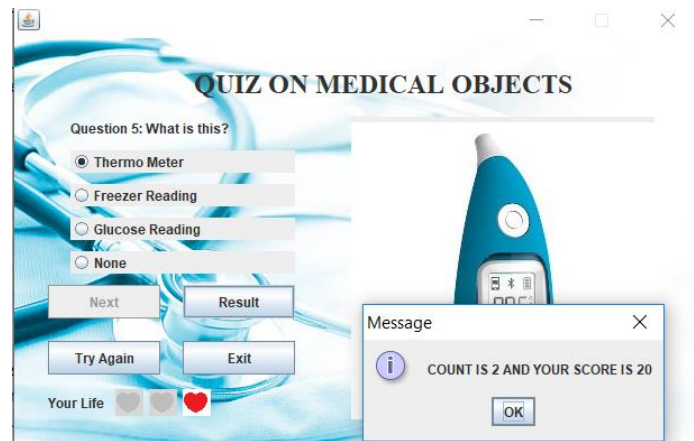


Screen shot 4: Welcome message

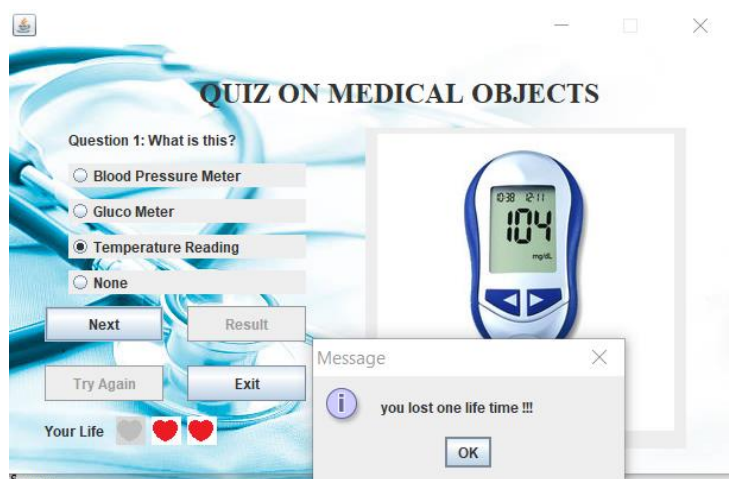


Screen shot 5: Test Screen

The test screen has medical images with four options and next button to move next questions.



Screen shot 6: Result Screen



Screen shot 7: Life Time

## Github Link:

<https://github.com/abalharbi>

## References:

1. Loy, Marc; Eckstein, Robert; Wood, Dave; Elliott, James; Cole, Brian (2012). *Java Swing* (2 ed.). O'Reilly Media, Inc. p. 53. [ISBN 1449337309](#).
2. Matthew Robinson, Pavel Vorobiev: *Swing, Second Edition*, Manning, [ISBN 1-930110-88-X](#)
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4. John Zukowski: *The Definitive Guide to Java Swing, Third Edition*, Apress, [ISBN 1-59059-447-9](#)