8/29/2016

Client wants us to make a web app game with the object being to help make learning chemical nomenclature more fun. The goal of the game would be to learn chemical nomenclature. The basic idea for the game is to pick the right answer before it disappears from the screen. If you get it right you gain points and no points are gained if the wrong one is picked or the right on is not picked. Client is open to the idea of a different style of game (more arcade like, first person shooter…etc.) He wants something this could be upgradable (flexible) and be advanced in the future if needed. By the next meeting he wants us to have made a storyboard or flowchart.