

Grammar Grable is a top-down Pokémon-style game that aims to help students with their reading skills.

Our game is designed to give students an enjoyable break while still stimulating their minds, improving performance in the classroom, and in life.

The objective of the game is to walk around collecting 'keys' that are vocabulary words. The player will go and try different 'keys' to open the door leading to their escape. While this is happening, an enemy will be searching and following them, putting pressure on the student to not waste time and be efficient.