

Sample Game - Tux4Eng

Game Description

Tux4Eng is designed for kids to learn basic english in which kids can start from typing letters and can reach to solve word maze and sudoku. This game is the most basic game and currently we have developed beta version of it. By playing this game kids can learn alphabets by visualising the shapes of it and then by clicking the squares.

How It Works

This is the main screen of the game. So by clicking on start button you can enter in the game.



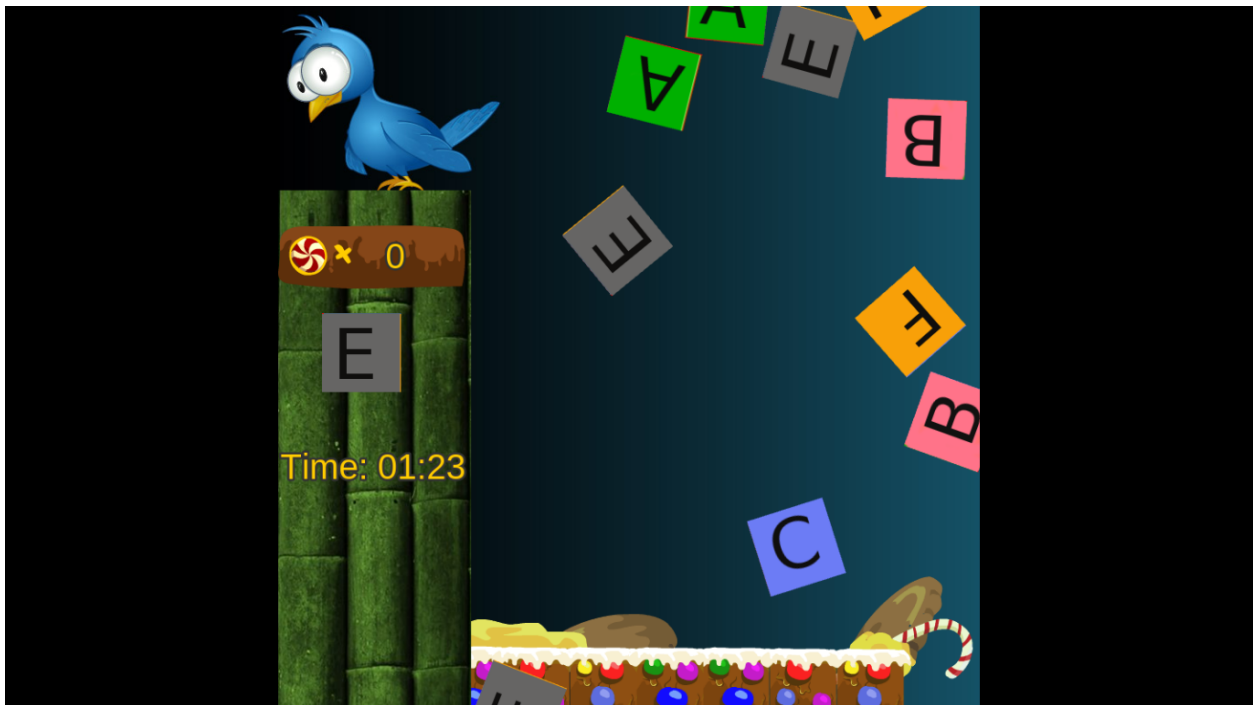
This Below image is the screenshot of the game screen. At one side on the left side green board there are score board and a square box. The alphabets in the square box are synchronized with a timer and Math.random function. Timer calls a change_value() function which changes the alphabet by using the random function. Math.rand generates a random value (0- max Number of frames) which is used as frame value for spritesheet of alphabets.

So this is how we are getting unpredicted values in the square box.

On the right side we generated sprites by using the same spritesheet. By reducing the timer value and gravity we get a bunch of sprites together on the screen.

How To Play

Player needs to click on right side sprites according to the alphabets on the left side green board square box, If the alphabet on the green board square box matches with the alphabet which player clicked then you will get one point. The sprite which is being clicked will disappear. There is a timer which is setted for 2 minutes, So as time finishes you game will be over so player need to score maximum in a given time period.





Implementation and Library

This game is implemented using HTML, CSS, Javascript and Phaser library. The reason of using this library is that this game can be deployed on different platforms according to the requirement. While designing the game we also took mobile and tablets versions into consideration. This game has a user interface which is compatible with both touch screen phone and laptops.