

J M ASWIN PRIYADARSAN

Final Project



DESIGN OF WORD BUILDER GAME



AGENDA

- 1. Introduction to word builder games and their benefits.
- 2. Problem statement: lack of engaging and educational word games.
- 3. Project overview: designing a word builder game for entertainment and learning.



PROBLEM STATEMENT

- 1. Shortage of word games that are both entertaining and educational.
- 2. Need for a game that challenges players' vocabulary skills in an engaging manner.
- 3. Desire for a word game that appeals to a wide audience across different age groups.



PROJECT OVERVIEW



- 1. Creating a word builder game with interactive gameplay mechanics.
- 2. Integrating educational elements to enhance players' vocabulary and spelling skills.
- 3. Developing a user-friendly and visually appealing interface for an enjoyable gaming experience.



WHO ARE THE END USERS?

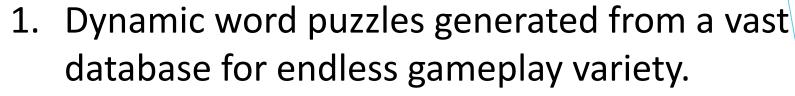
- 1. Students seeking a fun way to improve their vocabulary.
- 2. Adults looking for a stimulating mental challenge during leisure time.
- 3. Teachers searching for educational games to supplement classroom learning.

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YOUR SOLUTION AND ITS VALUE PROPOSITION

- 1. Word builder game offering a blend of entertainment and education.
- 2. Engaging gameplay mechanics that encourage players to expand their vocabulary.
- 3. User-friendly interface and customizable settings for an enjoyable gaming experience.

THE WOW IN YOUR SOLUTION



2. Interactive hints and power-ups to aid players in solving challenging puzzles.

3. Social features such as multiplayer mode and leaderboards for competitive gaming experiences.



MODELLING

- 1. Wireframe of the main menu displaying options for single player, multiplayer, settings, and achievements.
- 2. Wireframe of the gameplay interface showing the game board, letter tiles, and score tracker.
- 3. Wireframe of the profile page showcasing player statistics, progress, and customization options.

RESULTS

- 1. Launch of a highly engaging word builder game with positive user feedback.
- 2. Increased player engagement and retention due to the game's educational and entertaining features.
- 3. Success in catering to a diverse audience and establishing the game as a popular choice for word game enthusiasts.

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