**Teacher**:

Providing a useful tool for instructors who are trying to teach their students AI and ML. Based on students of different ages, there are appropriate curriculums for them. They will be inclined to use this game because games are more acceptable for children to understand abstract AI concepts.

**Students**:

* *Elementary school students:*

Most of the users in this group will be 6-12 years old. To inspire their creative thinking of computer science via playing Minecraft Education Edition, Scratch will be provided to users.

* *Middle school students & High school students:*

In this group, students are able to accept some basic concepts of AI. They have the ability to understand how simple codes work and explore how to design algorithms. They will directly use Python to make progress in the game.