ABSTRACT

The developers develop an android adventure game that will helps the children to learn basic education which focuses in familiarizing the alphabet, basic colors, shapes and also learn how to count numbers. The game will focus on kid’s ages 4-7 years old. The game will help the parents to teach and give learnings to the kids. The kids will enjoy the game because of the attractive design and also the trivia that the kids will get in playing the game.

Nowadays kids enjoy playing different games using different gadgets. And not all games have good effect to the kids especially the games that will not help the kids to gain knowledge. The developers have an idea to help the kids to learn while enjoying the game. The purpose of the game is to teach the kids to learn the first education that the kids should learn to start going to school.

The goal of the game is to collect all the things inside the island. The game have 4 islands selection which are the Alphabet Island that has 26 levels, the Shape Island with 10 levels, the Color Island with 10 levels and also the Number island with 10 levels. Each level have 10 items to collect within 100 seconds and each level has 5 lives.

PREFACE

The documentation is a research paper done by the developers to explain the objectives and components of the game “The Island of knowledge”. The documentation explain why the research was needed to be done, also include the theories that has been used and the structures of the game. The research also includes the results and conclusions about the game.

In chapter 1, the developers explain and discuss all the problems that encounter by the players and also the developers. In chapter 1 also include the objectives, scope and limitations of the game.

In Chapter 2, the developers discuss all the theories that the developers use in creating the game also the people who include on the game and the summary of it.

In chapter 3, the developers discuss the SDLC, the phases of SDLC. In chapter 3 also include the data flow, the context diagram, and all the explosion of all the modules that included in the game.

In Chapter 4, the developers discuss the game analysis, the installation process and what kind of android should the player use to play the game.

In Chapter 5, the developers discuss the conclusion that the players will gain knowledge or learn the basic education and the recommendation that the developers need to improve.