**Abstract**

This paper describes an application structured in multiple levels with educational purpose of teaching the evolution of the basic activities that humans have practiced over the history starting with the Prehistory civilizations and until now.

The paper is divided into five chapters.The first chapter presents the motivation for choosing the theme, the history of video games and the description of some games that approached the same theme (history). The second chapter presents the history of the three daily activities from Prehistory to the present, this information being found in the application. The third chapter presents the stages of analysis, design and implementation of the application and a possible scenario of the game, similar to a tutorial. The fourth chapter presents the applications and languages used to develop the application. The fifth chapter presents the conclusion of the thesis.