



اَوْنُوْ سِيْتِيْ تِيْكَوْ لُوْ كِيْ مَارَا  
UNIVERSITI  
TEKNOLOGI  
MARA

**FACULTY OF COMPUTER SCIENCES AND MATHEMATICS**

**CSC530**

**LAB ASSIGNMENT 2 : PYTHON LEARNING GAME**

**Group : CS2533A**

Student Name	Student ID
ALVEY CHRISTIANA JEROME N	2022923543
NURDIANA BINTI MD KALIL	2022905747
NUR ASYIKIN BINTI AZMI	2022907835
WAN LATIFAH HAZIRAH BINTI WAN HAIRULDIN	2022923613

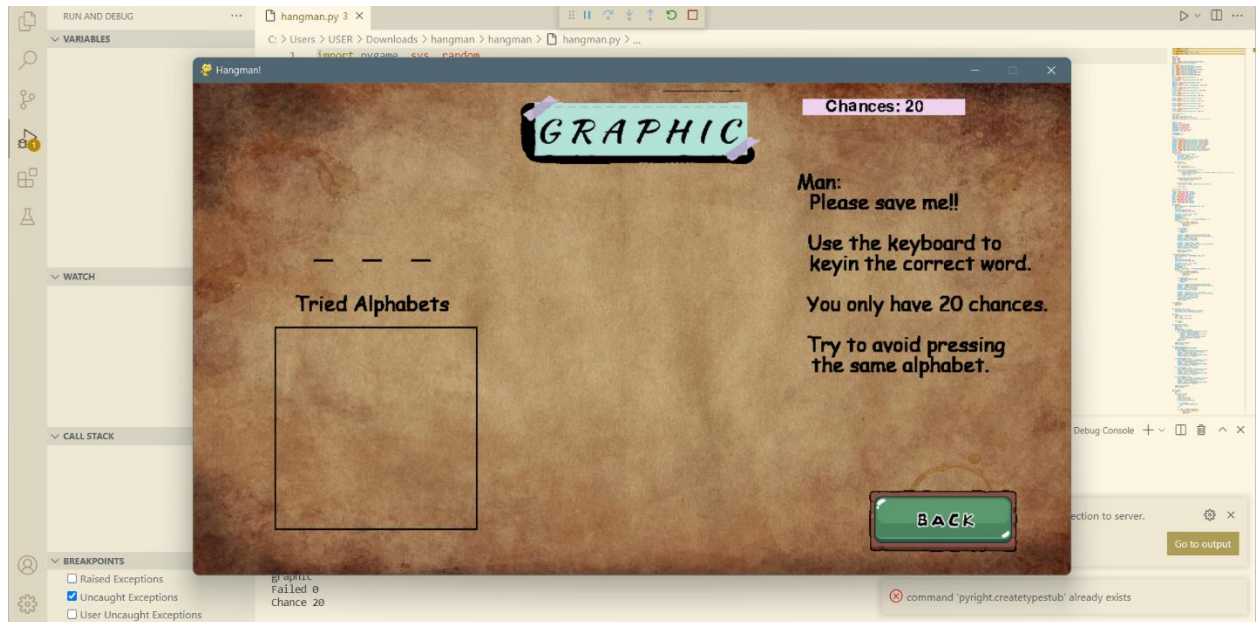
**SUBMISSION DATE**

10<sup>th</sup> July, 2022

## PHYTON LEARNING GAME REPORT

Creating video games is an art in a Game Development industry. Here are what we've discussed of what to do to create and learning game for all people who likes to think smartly.

### ➤ Goals and Objectives



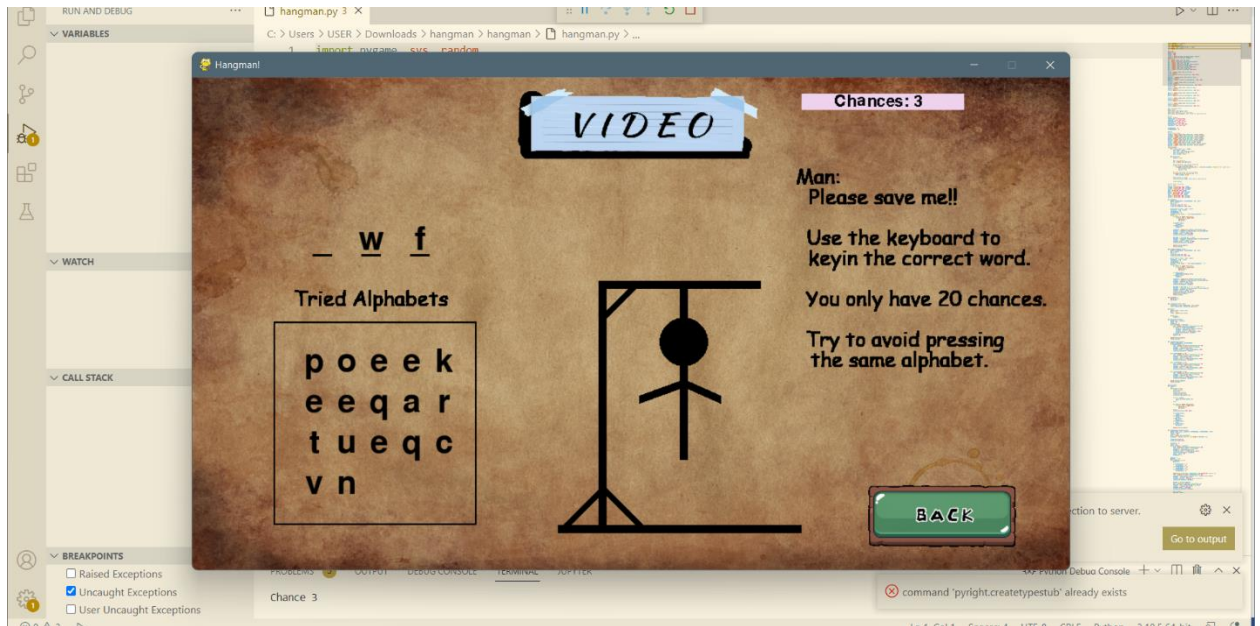
Our goals is to let people to guess the next alphabet to be existed in the category that has been assigned.

Objectives of our learning games :

- To learn a new simple word about the file type
- To master up the knowledge of knowing more about the file type
- To challenge our brain to guess the right alphabet
- Be the first player to save the hangman

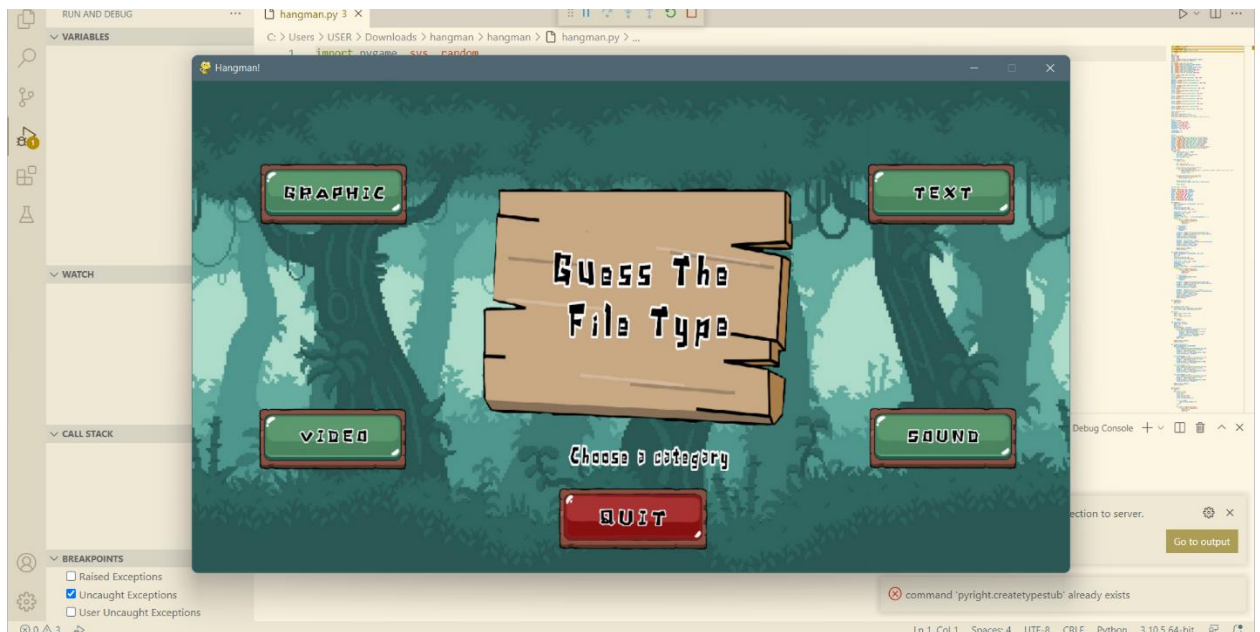
## ➤ Rules and Instructions

The rules of the game very simple as all the player had to do is to be the first player that can save the hangman by guessing the correct alphabet to guess for the file type in each category. There are only 20 chances of alphabet choices.



## ➤ Interaction

Interaction that we can introduce is the button that we made. There is a start button, choosing the category button, back button, continue button and the last button is the yes or no button.



➤ **Conflict : Challenge**

This learning game are challenging type of game as we need to save the hangman by guessing the correct alphabet with the 20 chances of choosing alphabet that have been given.

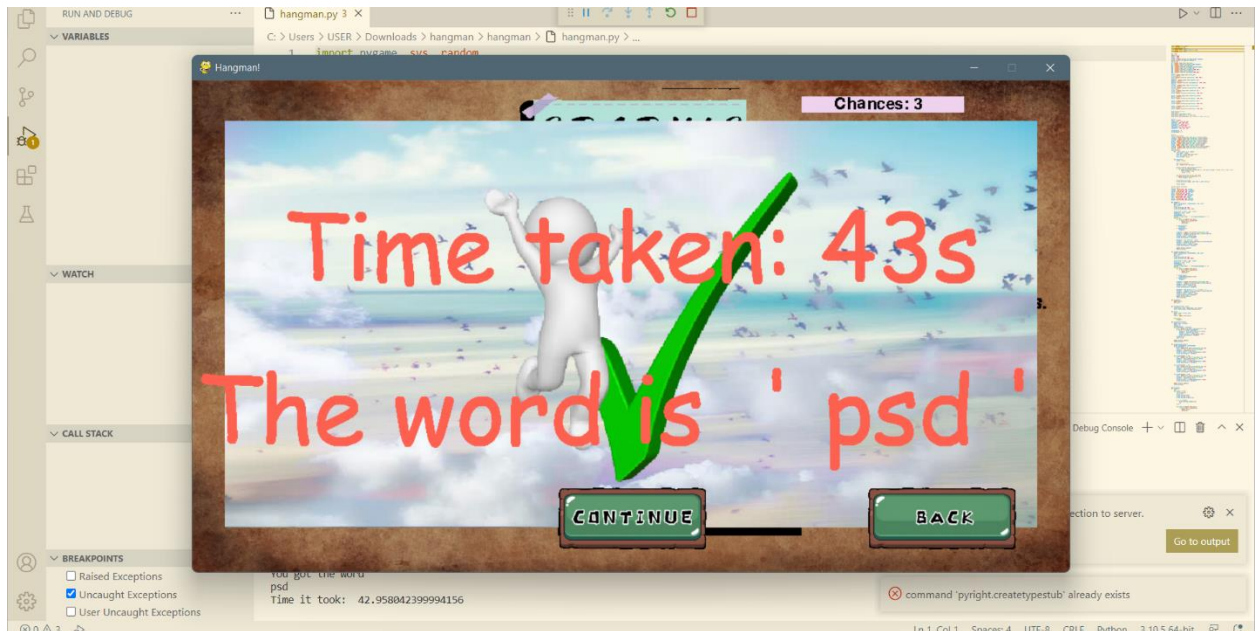
➤ **Outcomes**

The outcomes is when the hangman is died, all the player had to choose is to quit. It can't be continue to the next category anymore. But if the hangman did safe himself from being dead, it can be continue to the next level in the same category of the learning game.

## ➤ Feedback

For the feedback, we only have two types of feedback which is the feedback for the winner and the feedback for the loser. There is also the time count for the winner and loser.

If the player guess the alphabet correctly, it'll popped up like this :



And if the player guess the alphabet wrong, it'll popped up like this :

