**Team 18 Project Charter**

Interactive Chemistry Education Game

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# Problem Statement

Science is a crucial subject that is applied to every aspect of our lives, and there exist numerous mediums to deliver science education, specifically chemistry, to children. Having the appropriate teaching method for a young audience can help maintain engagement and boost learning from a fun, positive experience. Our product will be unique in that it combines artistic design, animation, and an extensive database to provide an interactive gameplay experience that introduces chemistry education while bringing entertainment in learning. The gameplay adopts a completionist mechanic in which users collect elements to progress in the game, learning chemistry in the process.

# Project Objectives

1. Teach chemistry through factoids gained from an interactive gaming experience
2. Develop visuals that will appeal to the users
3. Create a user interface and an intuitive front end to engage the users
4. Establish a database on accurate information for chemistry education gathered from open sources
5. Time permitting: build the application for compatibility with iOS and Android devices

# Stakeholders

Users: The application is mainly for a younger audience, predominantly children in primary and secondary education. However, there is no age restriction, so the game can be used by anyone.

Developers: Brendan Raftery, Jonathan Grider, Kate Lorenzen, Vinson Luo

Project manager: Vinson Luo

Project owner: Brendan Raftery, Jonathan Grider, Kate Lorenzen, Vinson Luo

# Deliverables

* An educational game app for teaching chemistry
* Intuitive user interface for easy interaction with elements of the game
* Database that contains extensive information on chemical elements, molecules, compounds, substances, and their reactions