1. **Who are you?**

Group name: 'Brick Layers'

Group members: Dominykas, Netas, Tomas, Ertugrul

PABO-students: Myrthe and Anouk. The school we went to is called het Vlot

2. **Which issue(s) are you undertaking?**

What is the problem? Children aren't aware enough of the harm a single file might bring to your personal computer. (MALWARE)

Why is this a problem? Children can be easily manipulated and they are less digitaly literate, so they are a great target for exploiters.

Our research: We found out the age group of the children, their English knowledge level, the types of games that they play and the devices they use to play them.

3. **Who is our target audience?**

They are Dutch children aged …., Middle class, some of them have learning disabilities.

4. **What do we want to teach?**

objective of game/moral of the game: to be aware of what you download and to not trust what you see and read online.

What are we teaching? We are teaching the characteristic of an unsafe website; how does it look like and the consequences of downloading a file from them. We are also instructing children about the consequences of pirating and the various kinds of malware that come with downloading pirated software from sketchy, unsafe websites.

How are you teaching this? We are teaching this by showing the children the consequences in a controlled and gamified environment.

5. **How did we design our game?**

What are the components that you needed? For the game we firstly needed a storyline in which we agreed that we were going to have a protagonist and an antagonist(characters), the art style of the game or the visuals,

How did you make these decisions and how did the feedback that you received impact your decisions? We made these decisions after getting feedback for our other 3 game ideas which we figured out were not that great, because we were more focussed on the educational part and less on the actual game aspect of it.

6. **What feedback did we receive?**
The children gave the following feedback:

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- It was fun
- We should add a loading bar or screen
- Timer on the whack amole, have the moles move to another spot after 2 seconds
- Needs to be harder, more challenging
- Give the player opportunities to earn lives back as the game progresses
- Be able to physically 'beat' the 'goat' (trojan horse)
- Have the antagonist upgrade in the last level, have him turn into the - final form.
- Have weapons (maybe not because of angry parents) and powerups
- The learning aspect was very clear, they understood what the lesson was.
- Make the design of the enemies better and nicer, maybe give different skins after each level.
- Give the horse a hat.
- Give the player clothes.
- Add rpg elements.
- The keyboard is cool, they liked it.
- They got very excited about the idea of making a level in which you defend against enemies by means of throwing cursor arrows at the enemies' weak spots.
- It's intuitive.

7. **How did we model our game?**
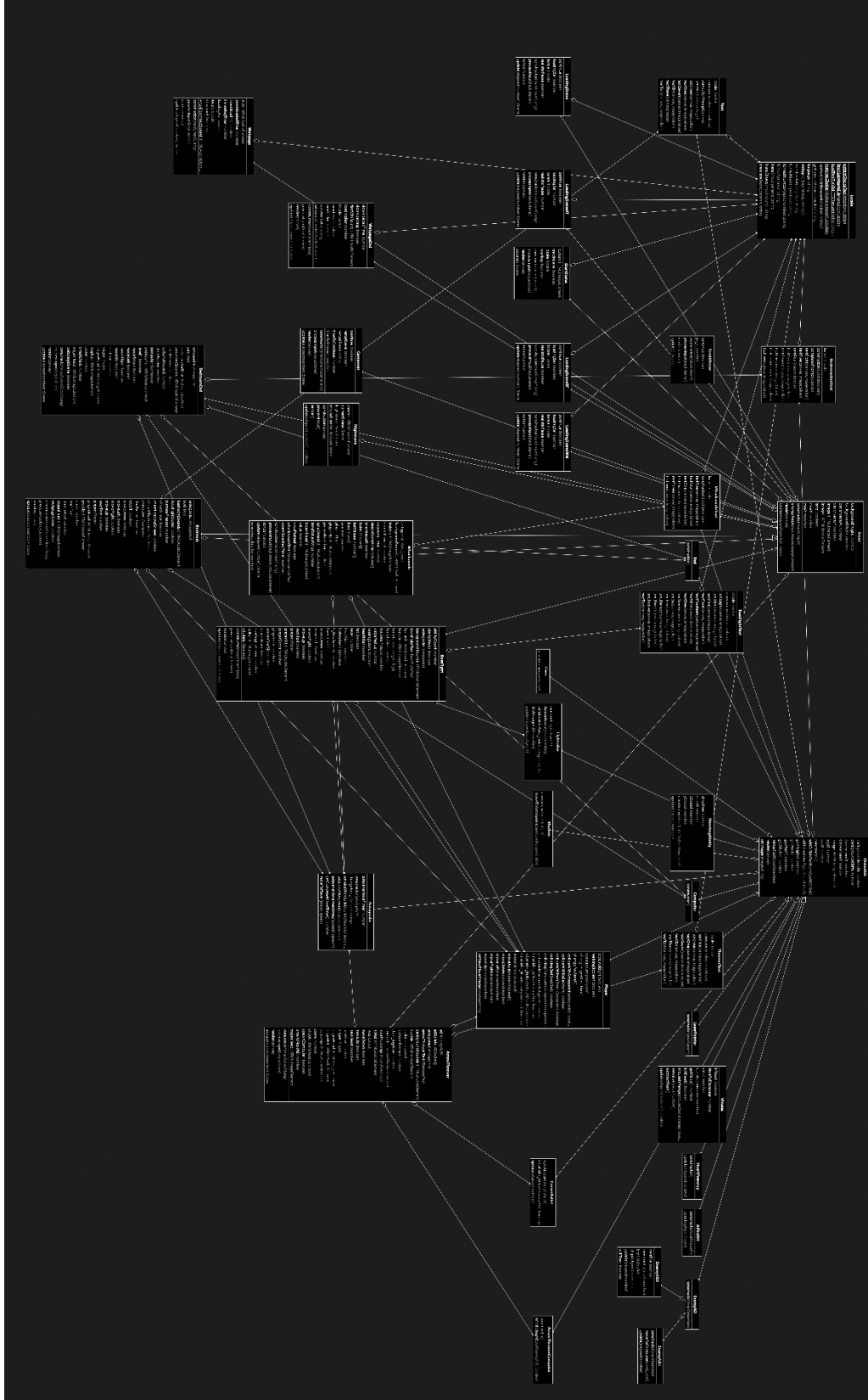
An important Class is the abstract drawable class. Because of the number of interactions and objects that are drawn at a time on the screen. Scene is also important because our individual levels depend on it, also It runs the mechanics of our game. Scene is more important than drawable because Scene is what allows the game to run. Drawable adds to scene by displaying the interactable objects of our game.

8. **Can we show off the game?**
Yes, we definitely can.

9. **How did we work?**

We started the sessions with figuring out who will do what. We did this by looking at the sprint planning and deciding on which assignment to give to who. Sometimes we were unable to meet up, so we communicated on discord in voice chats. It was very effective. Through GitHub we added and assigned issues. we regularly updated the issues from to-do to in-progress to done.

10. **What did we learn?**
Our strongest suite is not planning ahead and it is something we all need to work on. We learned the importance of communicating with and relaying information to each other. It was very important to know what the others were doing to not have conflicts with files. We ran into the problem once where we did not tell one another what we were working on. We ended up working on the same feature and we had conflicts because of it. Which were sometimes difficult to resolve. We learned the importance of GitHub and how strong of a tool it can be, if utilised properly.