

MINI MUSLIMS

Game Concept:

The Mini Muslims is an **interactive educational game** designed to teach and familiarize young children with the **Islamic religion** in an engaging and enjoyable way. The game features a visually appealing 2D design, dynamic background music, and simple, child-friendly interactions. It includes **20 multiple-choice questions**, focusing on various aspects of Islam, ensuring both entertainment and learning.

Core Features:

1. **Gameplay:**
 - Players are presented with **20 questions** in each session.
 - Multiple-choice format with 4 options per question.
 - Instant feedback (correct/wrong) after each answer.
 - A **score tracker** updates in real-time.
 2. **Database:**
 - A built-in, lightweight **local database** stores:
 - Player progress.
 - Past scores and high scores for replayability.
 - Tracks correct and incorrect answers to improve gameplay insights.
 3. **Visual Design:**
 - **Colorful and engaging 2D backgrounds** tailored for children.
 - Animations for transitions between questions.
 - Visual cues (e.g., green for correct, red for incorrect) for immediate feedback.
 4. **Dynamic Sound and Effects:**
 - Relaxing **dynamic background music** that adjusts intensity based on progress.
 - Positive sound effects for correct answers and gentle prompts for incorrect ones.
 - Optional mute/unmute button for sound settings.
 5. **User Interface (UI):**
 - Large, readable fonts and interactive buttons for easy navigation.
 - **Main Menu:** Includes options to start a new game, view past scores, and access settings.
 - **End-of-Game Screen:** Displays the total score with motivational messages encouraging improvement.
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Additional Features:

- **Parental Dashboard:** Allows parents to review the child's performance, including:
 - Topics they excel at.
 - Areas for improvement.

- **Islamic Themes:** Questions focus on:
 - Basic teachings (e.g., five pillars of Islam).
 - Stories of prophets.
 - Key principles of kindness, honesty, and respect.
 - **Reward System:** Motivational elements such as stars or badges for achieving high scores.
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Tools and Technologies:

- **Unity 2D:** For creating the game environment and managing animations.
 - **C#:** To program game logic, database interactions, and dynamic sound effects.
 - **JSON:** For the lightweight database to store scores and player data.
 - **Personal Sound Library:** To create and manage sound effects and background music.
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This game not only entertains but also provides an interactive and positive way for children to learn about Islamic values and teachings, fostering a sense of love and curiosity about the religion.