Use Case Diagram for "LET THE GAMES BEGIN"

Parent

Chooses Age Group

Child (2-5)

- Chooses an Animal Friend
- Enters an Alphabet House
- Sees Alphabet with animation and sound
- Trace over a canvas to draw the alphabet and catch the friend
- Enters a Number House and learns in the same way
- Alphabet rhyme with letters highlighted
- Number rhyme with numbers learnt highlighted

Child(5-9)

- Can dress up the animal friend
- Give ladoos to friends and take from them (learn additions and subtractions)
- Teaching Multiplication using "groups of" instead of "X"
- Earn Food for pet by solving Multiplications (12 = _ * _)
- Divisions by sharing chocolates with friends
- Fractions by giving cake