Project I

Documentation

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# Project Summary

The core motive of the project is to teach elementary school kids maths in gamified, more colourful and in mobile way. Our approach progressed through creating a mobile game using a game engine.

Contents of the project are divided into three subtopics that each person of our group is responsible for one subtopic. This way we’ve both distributed content workload amongst team members and also entailed three different teaching approaches to emerge.

# Tools

* **Unity** as a game engine,
* **Git** for version control,
* **Git Terminal** and **Sourcetree** as version control tool,
* **iOS** as mobile testing tool,
* **Microsoft Word 2013** as a report preparing tool.

# How it works?

# Commentaries

## Atakan

## Furkan

## Hakan

# Workload

## Personal

## Team

As a group, we have gathered together four times.

|  |  |  |  |
| --- | --- | --- | --- |
| # | date | aım | Hours |
| 1 | 24.09.18 | To sketch out the plan for the project | 1 |
| 2 | 01.10.18 | To determine the further steps and implementation details | 1 – 1,5 |
| 3 | 13.10.18 | To develop the common contents | 4 |
| 4 | 14.10.18 | To finish up the segments |  |