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Project Background

This project is an educational game using a mobile application platform. The purpose of creating this game is to provide one of the education methods through the game platform. Simultaneously, to spread the awareness about Covid-19. Developed for public user from the age of 13 and above to learn about the threat of Covid-19.

Project Objective

- 1 To spread awareness about Covid-19 in an interactive way.
- 2 To create new platform of learning
- 3 To provide new learning approach by using multimedia elements

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Prototype Model

When consumers do not know the specific project needs ahead of time, the prototyping model is employed. In this approach, an end-product prototype is first created, then tested and improved based on user input until a final acceptable prototype is established, which serves as the foundation for building the final product.

There are 6 main phase:-

1. Requirement gathering and analysis
2. Quick design
3. Build a prototype
4. Initial user evaluation
5. Refine prototype
6. Implement product and Maintain

How to play?



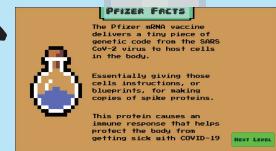
1. Select "New game".



2. Select Level difficulty.



3. Start play the game.



4. Vaccine Facts

1. When open the game it will login to user Google Play Account.
2. When success login it will save all the achievement progress.
3. User can start play the game by click on "New Game" button.
4. Then user need to choose level to play.
5. Next, play the game and finish the objective.
6. Finally, when user finish the level it will show the facts about the vaccine that user have achieve.

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Conclusion

To summarise, the creation of "Covid The Game" has met the criteria by fulfilling the goal. Although, as the student who developed this educational game, it has been tough to manage the project until the finish. To understand what needs be presented for this game development, a lot of research and effort is required.

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