

Chapter 3
HULA-WHO?
(Inventions and Discoveries from Past to Present)

3.1 Introduction

Games often have a fantasy element that engages players in a learning activity through narrative or storylines. Educational games can motivate players and allow them to develop an awareness of consequentiality. Players that participate in educational games can offer deeper, more meaningful insights in all academic areas.

HULA-WHO? (Inventions and Discoveries from Past to Present) features inventions and discoveries from Ancient Period up to Modern Era. The game is a good learning material as some facts that the game consists are encountered in school.

3.2 The System

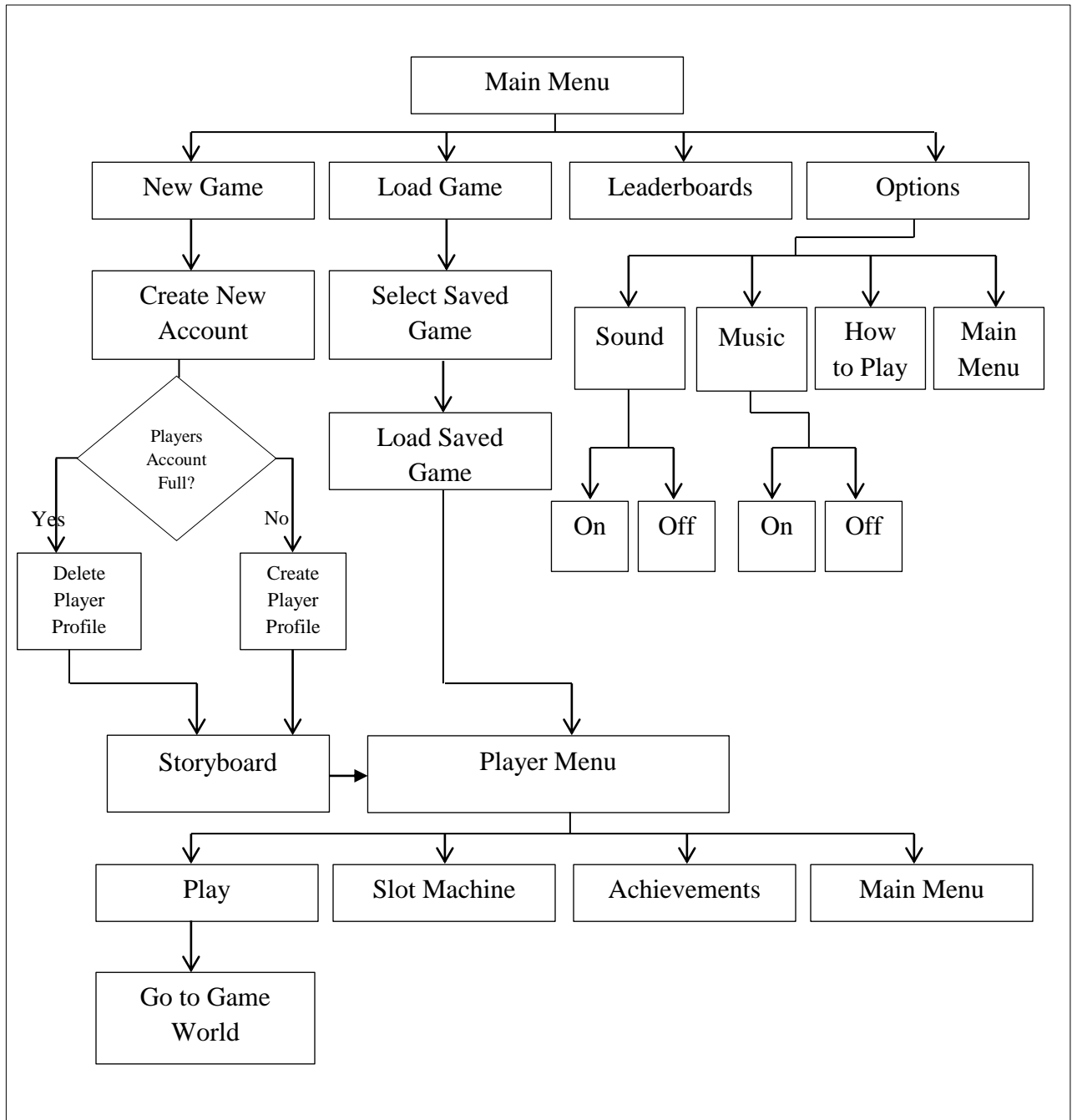


Figure 1: System Flow

HULA-WHO? (Inventions and Discoveries from Past to Present) system flow shows the sequence of the events that the player may encounter upon playing the game. New game menu enables the player to create new player account. After creating the account, storyboard will show. Afterwards, the player will go to player menu and then explore the game world. Load game menu allow the player to go to select saved game and resume it. Leaderboard menu permits the player to view the all-time top ten (10) achievers of the game. Option menu allow the player to optimize sound and music. Also enable the player to learn instructions on how to play the game.

3.4 Summary

HULA-WHO? (Inventions and Discoveries from Past to Present) is an educational trivia game which would be able to feed up the minds of the player with the facts about the inventions and discoveries all over the world.

The system flow of the game is being illustrated in figure 1 in which it illustrates the sequence of the events that the player may encounter upon playing the game.