Game Logo:

Screenshot per page:

COLLECT ALL THE PUZZLE PIECES TO SOLVE THE MYSTERY FIGURE!

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DRAG TO MATCH THE SHAPES!

SOLVE!

$$3 + 2 = ?$$

a. 5
b. 8

c. 6
d. 4

YAY!
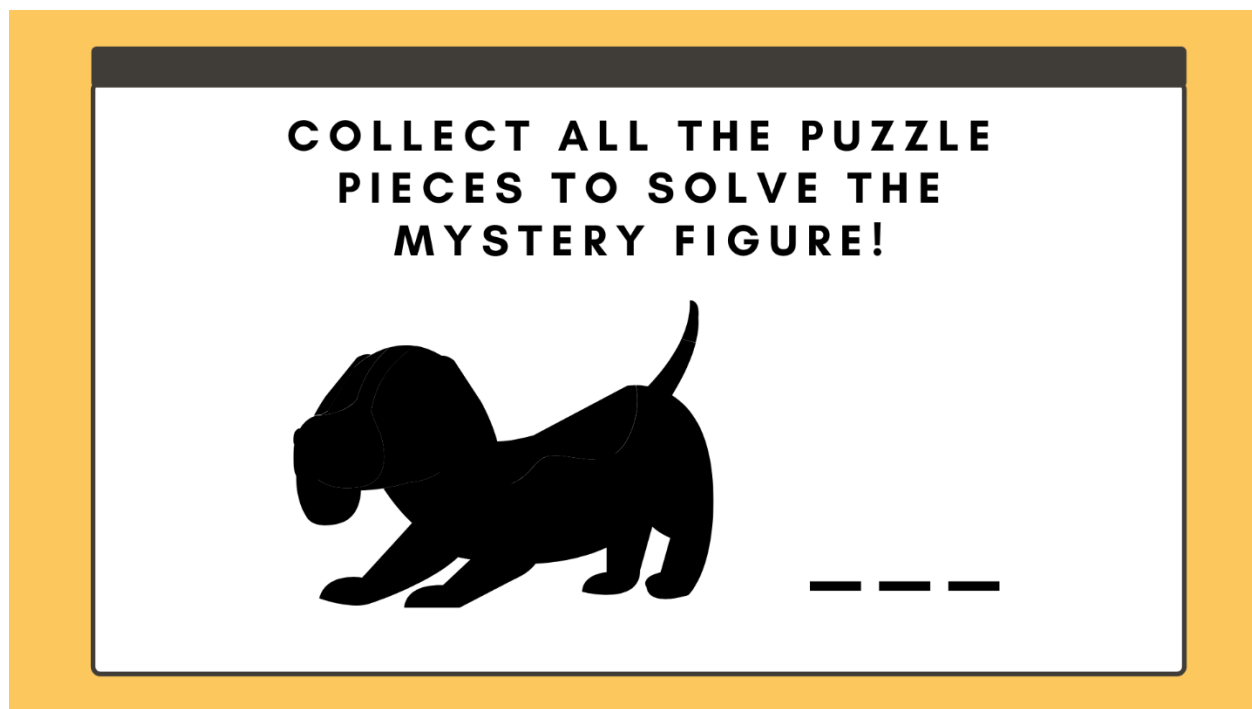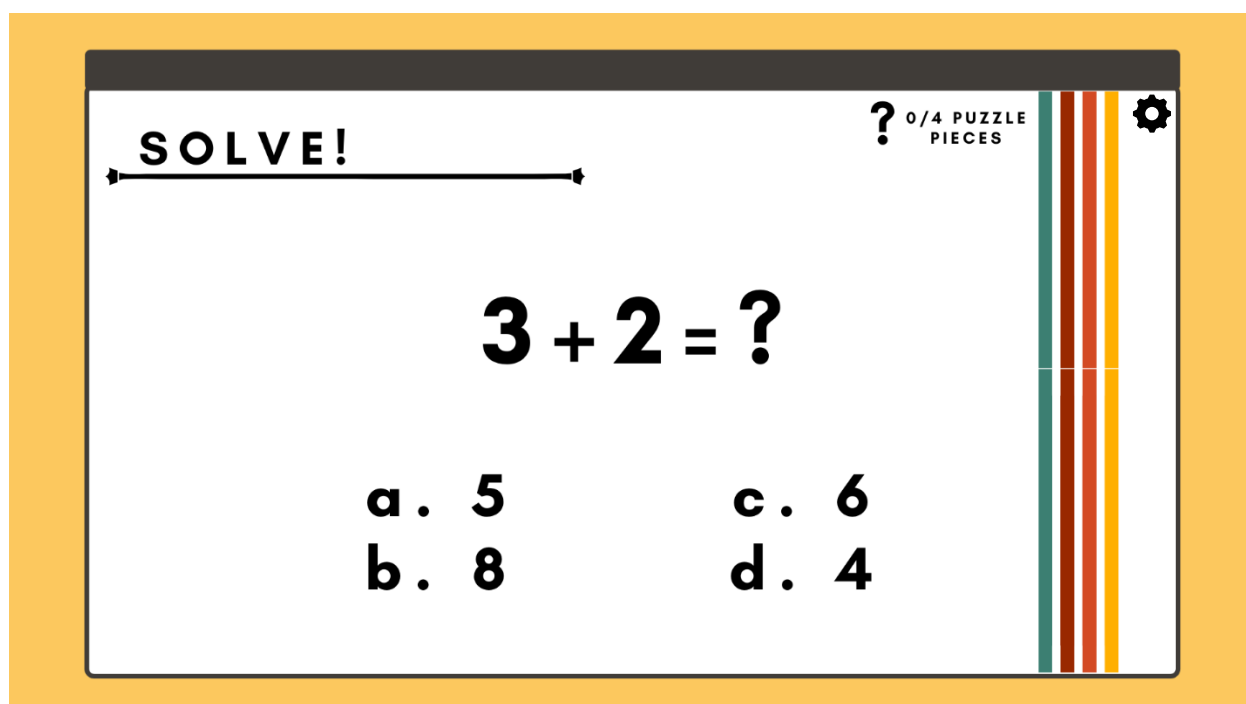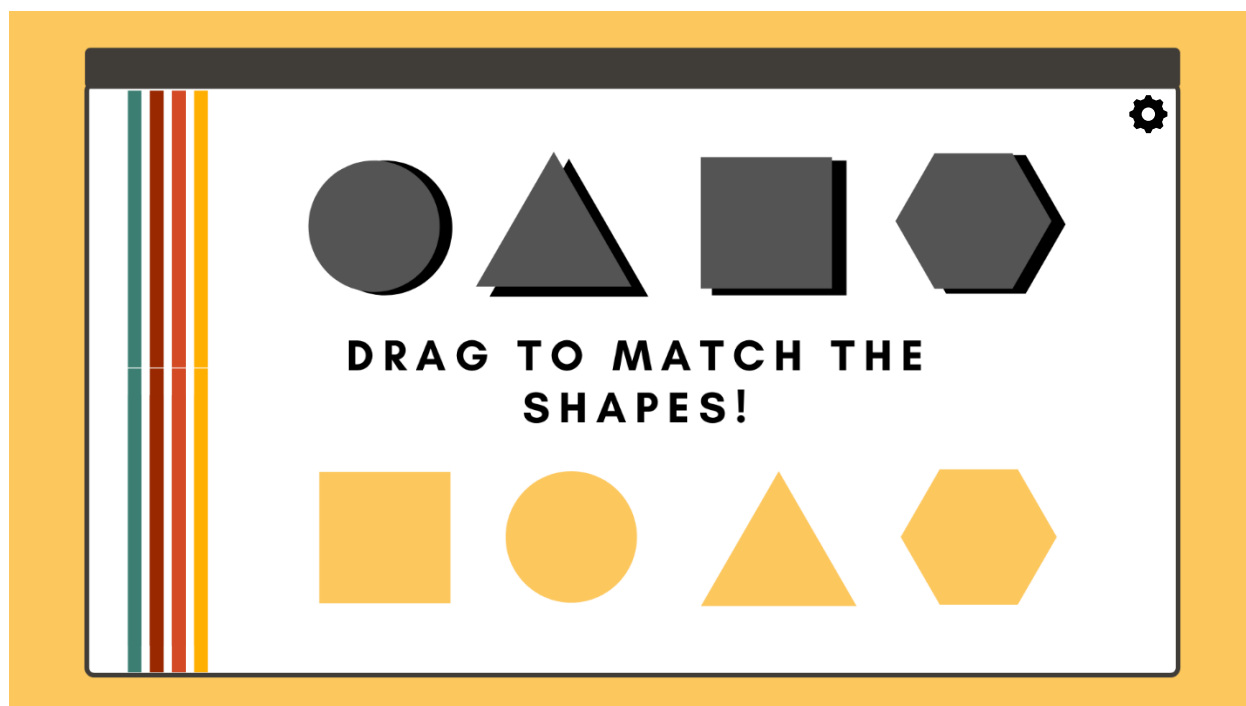
YOU FOUND A PUZZLE PIECE!

? 1/4 PUZZLE PIECES

WHAT'S THE COLOR?

? 1/4 PUZZLE PIECES

a. Blue
b. Green
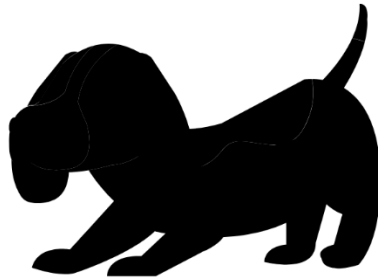
c. Yellow
d. Red

YAY!

YOU FOUND A PUZZLE PIECE!

? 2/4 PUZZLE PIECES

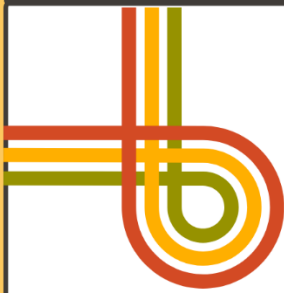

TRY AGAIN!

MATCH AND GUESS THE MYSTERY FIGURE!

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IT'S A DOG!

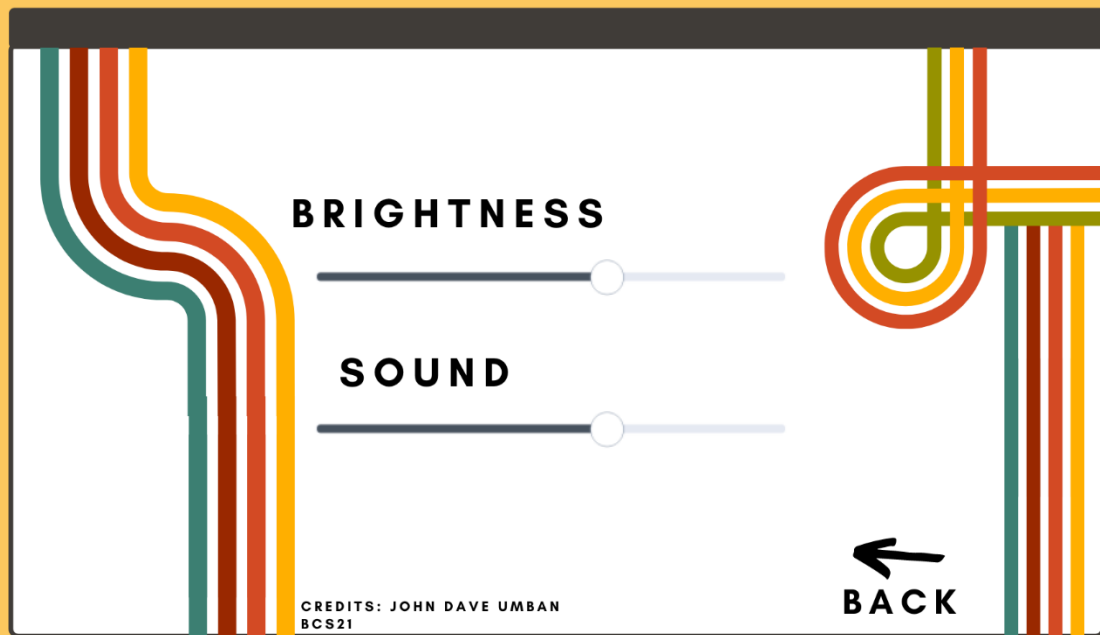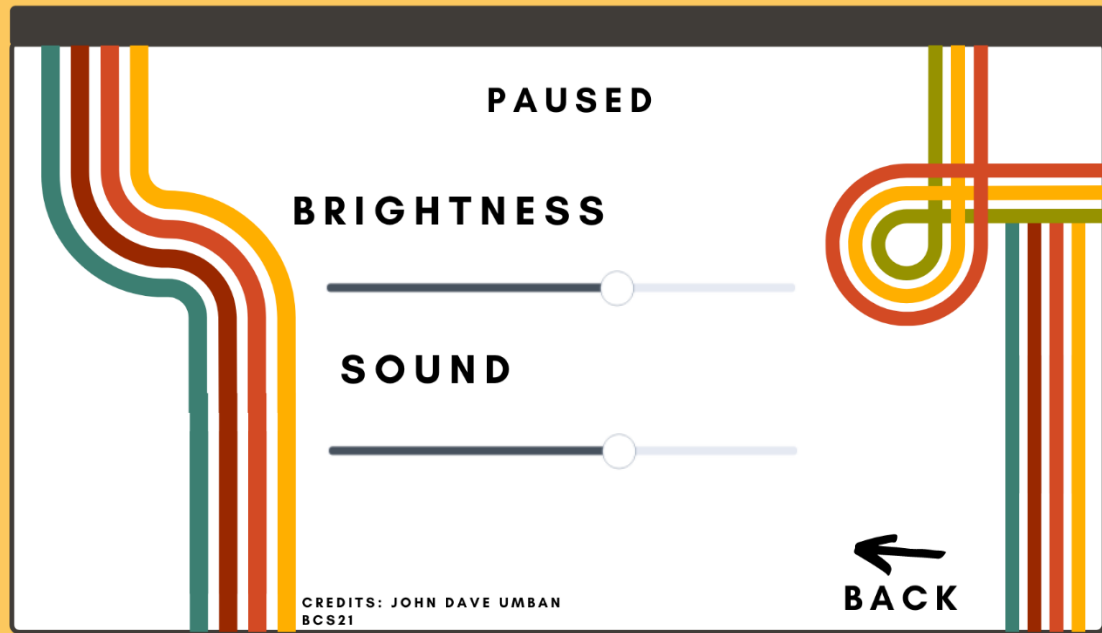**CONGRATULATIONS!**
YOU WON!

YOU SURE YOU WANT TO QUIT?

Yes   No

PAUSED

BRIGHTNESS

SOUND

CREDITS: JOHN DAVE UMBAN
BCS21

← BACK

BRIGHTNESS

SOUND

CREDITS: JOHN DAVE UMBAN
BCS21

← BACK

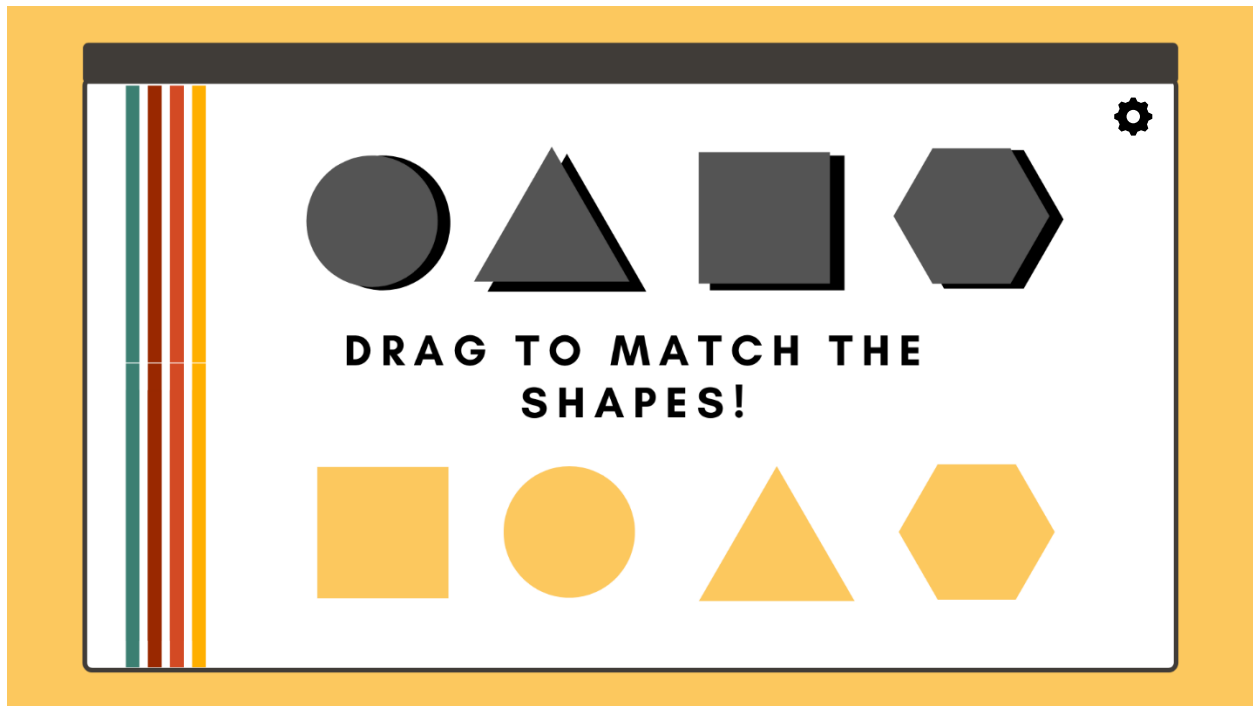GUIs Present in the game:

Start

- Proceeds the system to initialize the main game.

Option

- A button used to redirect the user to the option page.

Quit

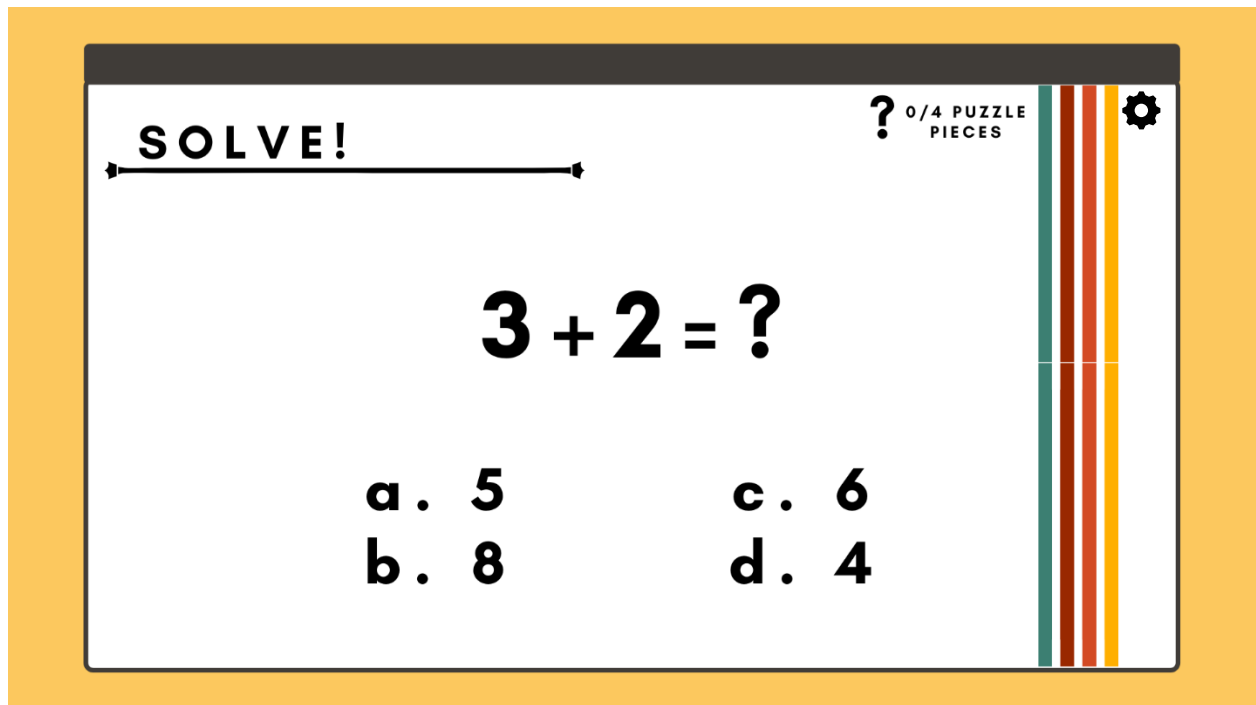- A button used to redirect the user to the quit page.

Settings option

- Pauses the game and redirects the user to the option page.

Yellow Shapes
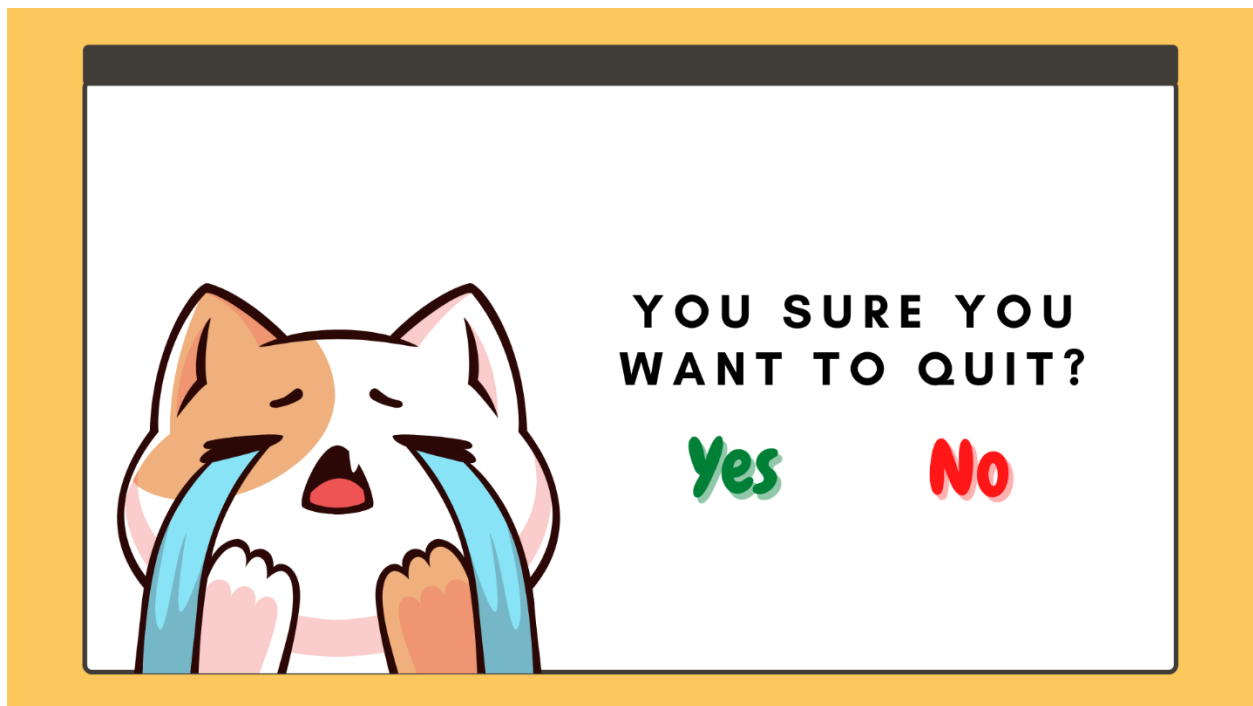
- If a yellow shape has been dragged and matched to its corresponding matching shape, it redirects the user to one of its mini games that is either Mathematics or Arts related activity.

Multiple choice buttons

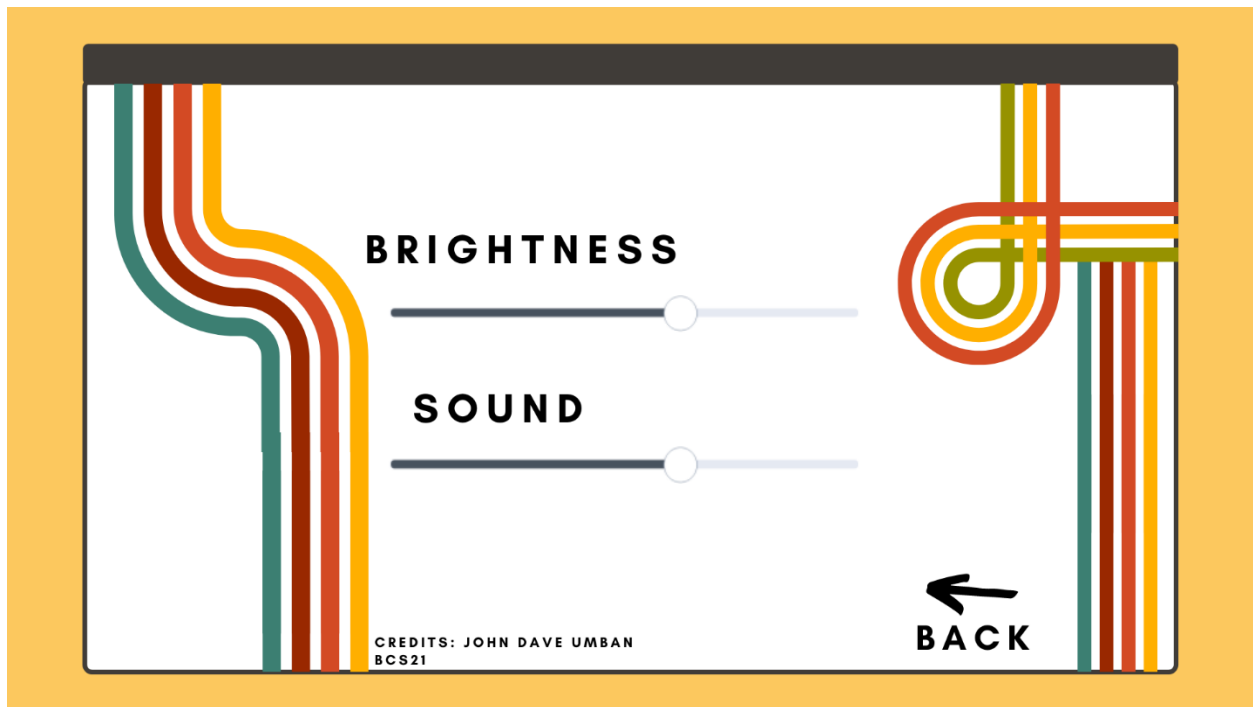- Inputs the user's choice to the system.

Quit Page

Yes Button

- Redirects the user to the game logo then exits the game.

No Button

- Redirects the user to the main menu.

Option Page

Brightness Slider

- Adjusts the User's in game brightness.

Sound Slider

- Adjusts the User's in game audio.

Back Button

- Redirects the user to the last visited screen.

How did you come up with the idea for this game?

I came up with the idea in this game mainly because of my nephew and niece that are still in preschool. They sometimes have a hard time Matching shapes and colors, and perform Mathematical questions as well. So, I made this game with the idea of my nephew and niece being able to play this edutainment game to perform better on the tasks they have a hard time with.

Do you believe your designs will pique the interest of your target audience? If yes – explain.

I figure that my design would somehow pique the interest of my target audience. The design integrated in game are made to help the target audience focus more and stay in the application a bit longer. I made the theme color in this game more on the yellow side of the color spectrum to express a more friendly and cheerful approach to the younger audience and since yellow is the easiest color on the eyes, this would not put as much strain on the audience's eyes. With some hints of color asymmetry to keep the children's eyes on the screen for a bit longer. I also made a mascot in the game in order to have the game be more remembered by having a "cute" mascot. These are some of the factors that I think should pique the interests of my target audience and make them stay to the game.

Marvel Link:

https://marvelapp.com/prototype/ajci6i5