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A learning game for SDG 14
MVP 1

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SDG 14

- "Conserve and sustainably use the oceans"

Vision

- A learning platform that holds user's attention with a fun and interesting game(s).
- Encourage daily visits, which will provide more learning opportunities.
- Produce interesting trivia or direct to advanced resources, charities and activities.
- Browser game, reaching mobile and personal computer devices in the classroom

Status: Dry Grass - Successes

- Setup flutter project
- Configure project for flame engine
- Setup parallax background
- Setup tappable garbage items
- Animated tappables
- Class monitors the state of all tappable objects
- Setup basic hud/player data (score, quota, etc).
- Refactored to add defined areas for queries.
  - Currently, the areas have stand-ins that mock data.

Status: Dry Grass - Shortcomings

- No side-panes
- No popup
- Cannot pan camera

Next MVP

- Add trivia popups
- Player action popups
- Improve mock database calls to better prepare for envisioned websockets

HEY!

LISTEN!

Changes

- Planning to work more on trivia than additional website resources
    - Seems like a better use of resources, even though the game *should* be embedded in an over-arching education site/suite.
- Questioning the utility of my UI tabs (proposed in Hlfis). As mvp3 does not envision usable upgrades, I don't see reason to allocate excessive resources in this half-feature.
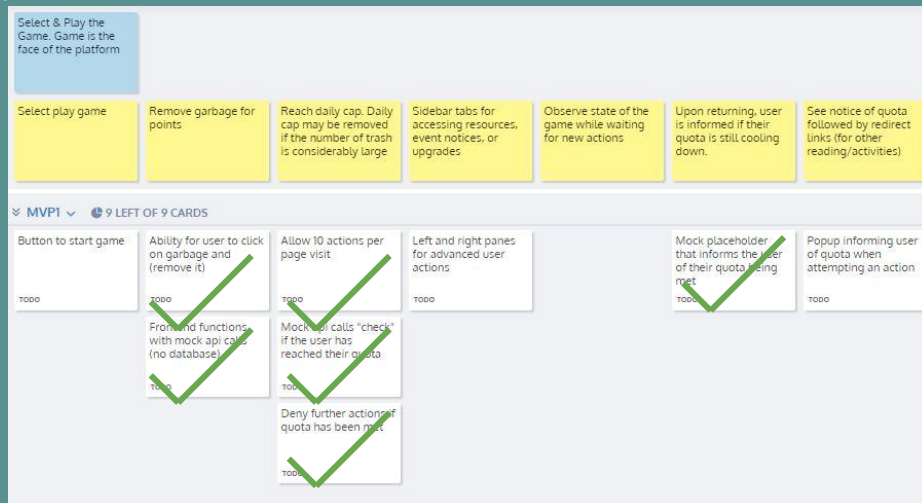
Concerns

- Add trivia popups
- Player action popups
- First time working with websockets - learning hurdles expected
- Camera panning

Reflection

- I feel on-track for mvp 2, but worry that mvp 3 will have unexpected challenges that may disrupt my goals.
- Setting up parallax was an easy milestone and one I did not plan-for (initially expecting it to be overly-complicated
- Flutter and flame are new to me. This is a great learning opportunity, but it has slowed development. Further, I know I have done much in an unorthodox way.

Thank You