Hi, my name is Alejandra Cruz and I'm game programmer from HCC. I love videogames because they give me a sense of accomplishment. They are a fun scape from reality.

I'm interested in revolutionizing the game industry, I want to put game development on my back and carry it to the goal line.

I love making games and I spent most of my days programming games for my school assignments.

As I was watching the reference from Khan Academy website, I decided that I want a talking character with a conversation bubble and a sound effect to display the question and grab the player attentions. The character will be inside an Old Fashion Television Screen and will instruct the player throw the game.

The player will start with 25 stars points and will lose one start every time he gets a wrong answer. Player will have the opportunity to answer one question at a time. The questions will be about **Addition, subtraction, and estimation.** Player will have to answer a Total of 25 questions. Each question represents a star in the game. the player that keep most stars will earn a good grade and victory visual and sound effect will be displayed.

At the end of the practice the player will see an Assessment report with how many stars they got, their numeric score out of 25, how much time they took to complete and an encouraging statement.

For the story of the game I'm using the corona virus crisis. So, it's about trying to find the cure and not loosing hope. The player will be a scientist which is trying to find the cure. Every time you get the correct answer, the scientist is one step closer to defeat the virus.

The virus will be a character in the game that will grow stronger with every wrong answer.

I hope this game will encourage students to study more and encourage them to fight the virus.

One of the highlights of the Game: is that will enhance the process of learning with visual and sound effects. And it will have a pool of 50+ questions to keep the game fresh and unique.

The Game expects to grab and hold student's attention with a right degree of challenge, not too hard that it discourages the player and not so easy that they become bored.

I'm comparing my game to the one from Khan Academy, which I am using as inspiration. They both have questions with multiple choice, fill the blank with visual aids and sound effects.

My name is Alejandra Cruz, and this is Math Game for 3rd grade.