🎮 GameMood: Design Document

Project Summary

GameMood is a website that recommends games based on a user's mood, created for students ages **8–15**. It helps kids find games that are fun, safe, and educational while encouraging both learning and social connection. This project matters because it promotes **positive screen time**, turning play into a tool for creativity, learning, and well-being.

Problem Statement

Many kids enjoy games but struggle to find ones that are both fun and educational. Our project solves this by helping students find games that match their mood while also supporting learning and creativity.

Use Case

GameMood is designed for **students ages 8–15** who want to play games to learn, relax, or connect with friends. Users can visit the website, select their current mood, and get personalized game recommendations that fit how they feel.

Goals and Objectives

Goals:

1. Help students discover educational and fun games that match their mood and interests.
2. Create a safe and friendly platform that encourages learning, collaboration, and relaxation.

Objectives:

- Build an easy-to-use website interface with mood-based game suggestions.
- Include a mix of educational and recreational games.
- Collect user feedback to continuously improve design and engagement.

Key Features and Functions

- A **mood-based game search** tool that suggests games depending on how the user feels.
- **Educational and fun game options**, including science, math, adventure, and challenge games.
- A **wizard character** that pops up to ask how the user feels and recommends games accordingly.
- **Kid-safe design** — no off-brand, illegal, or inappropriate games.
- Bright, colorful visuals and friendly characters to make the experience enjoyable.

Tech Stack and Tools

Frontend: HTML, CSS, JavaScript
Backend (future expansion): Python (Flask)
Design Tools: Canva or Figma for interface and color design
Testing & Feedback: Google Forms for surveys
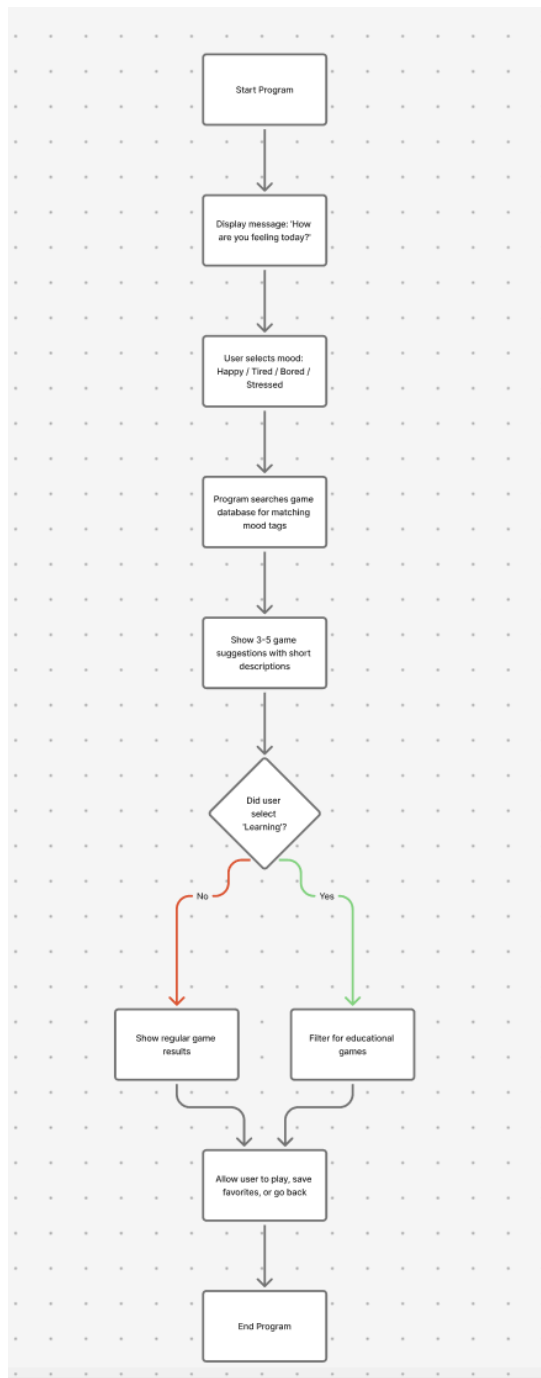**Hosting Platform:** GitHub Pages

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Algorithm

Mood-Based Game Algorithm

1. Start the program.
2. Display message: "How are you feeling today?"
3. The user selects a mood (e.g., happy, tired, bored, stressed).
4. Based on the mood, the program searches the game database for matching tags.
5. Show 3–5 game suggestions with short descriptions.

6. If the user selects "learning," filter for educational games.
7. Allow the user to play, save favorites, or go back and choose again.
8. End.

Flowchart

```
                    Start Program
                         |
                         v
              Display message: 'How
              are you feeling today?'
                         |
                         v
                 User selects mood:
                 Happy / Tired / Bored /
                       Stressed
                         |
                         v
              Program searches game
              database for matching
                    mood tags
                         |
                         v
                 Show 3-5 game
              suggestions with short
                   descriptions
                         |
                         v
                      Did user
                       select
                     'Learning'?
                    /          \
                  No            Yes
                  |              |
                  v              v
          Show regular game   Filter for educational
              results              games
                  \              /
                   \            /
                    v          v
              Allow user to play, save
                favorites, or go back
                         |
                         v
                   End Program
```

Timeline

Month	Milestones
Month 1 – Research & Planning	Identify target audience, gather feedback on favorite games, and design mood categories.
Month 2 – Prototype & Testing	Build basic layout of prototype on figma. Collect feedback using Google Forms.

Risk Mitigation

Risk: Low engagement or inappropriate game content.
Mitigation Plan:

- Only include verified, school-friendly games.
- Regularly test with users for feedback and updates.

Evaluation Criteria

1. **User Satisfaction:**
   - At least 80% of users rate the experience 4/5 or higher.
   - Users like the idea of the website and provide honest feedback.
2. **Design Quality:** Majority of users report the interface is easy to understand and visually appealing.

Future Considerations

Maintenance Need:

- Update game links regularly to ensure they work and stay age-appropriate.

Future Functionality:

- Add **user accounts** to save favorite games and mood history for personalized suggestions.

Design:

- Add more color and pictures.

Summary of Feedback

Overall Experience: Average 4 stars (40% rated 4, 33% rated 5)
Design Feedback: Users found it easy to understand and simple to navigate.
Suggestions for Improvement:

- Add more color for a more aesthetic design.
- Include more game options (e.g., Minecraft, Hollow Knight, Subway Surfers).
  Conclusion: Improve color design and expand the game library for more variety and fun.

Target Audience Feedback (Highlights)

- Ages **8–15**
- Most enjoy **adventure, action, and multiplayer** games.
- Many like **learning through games** (math, art, science).
- Popular favorite games: Fireboy and Watergirl, Minecraft, Roblox, Street Fighter, Hollow Knight.