

## **HOW IS OUR APPLICATION BENEFICIAL?**

**Our main idea was to develop an application which had the following qualities:**

**(i)Fun for the students.**

**(ii)Beneficial in a way so that the app sharpens their mind , increases knowledge or enforces practice of some subjects like maths so that they can learn without getting bored.**

**(iii)Easy to use Application.**

### **We had two ideas:**

**>First one is a game which is basically for sharpening child's mind.In this when we run the first game images appear randomly at random locations.As the child hits stop checkbox he/she has to tell the no. of completely visible images within a certain limit.**

**>In a certain survey it was proved that through games that involved money or dices etc. children are able to improve their maths skills more.E.g. When they play games involving two dices they perform addition.**

**So, we had the idea of developing a more interactive kind of monopoly .E.g: We would give the child a character everytime he plays, give him some money which he would be spending at different places. So he will be performing the calculations by himself and lead to a answer. Maths will be more fun and easy like this.**

**From the above mentioned ideas ,**

**We were able to develop the first one only.**

**But we are working on the second one.**

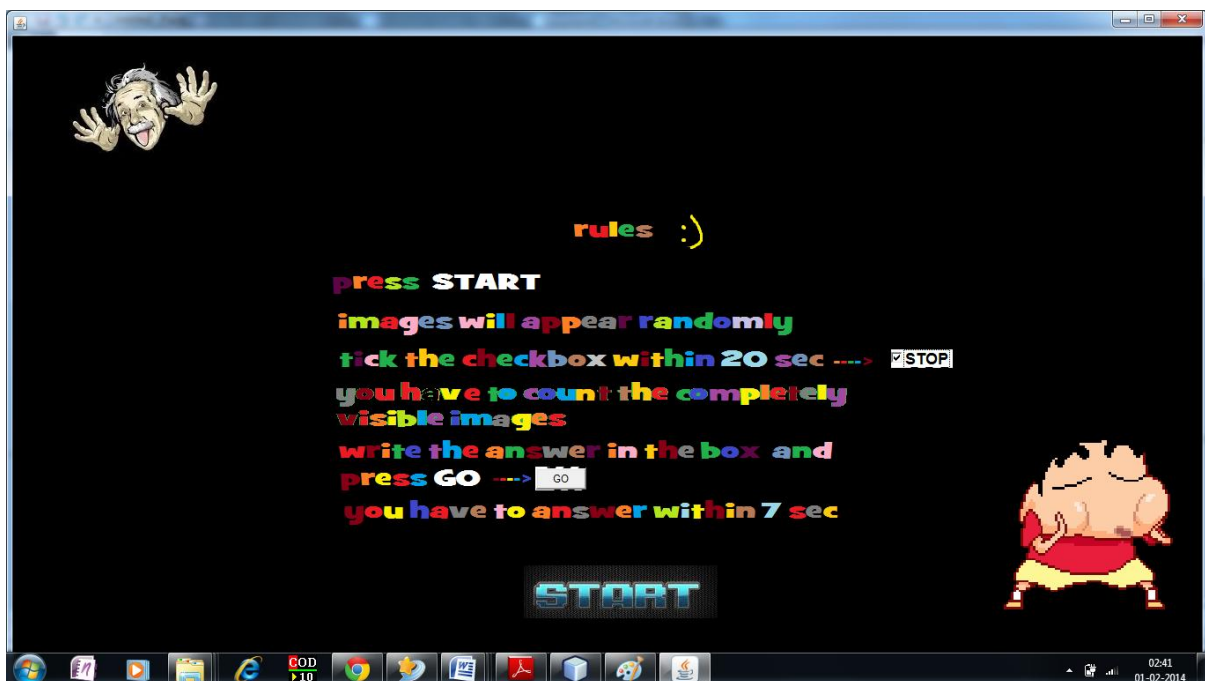
## SNAPSHOT OF THE First Game:



**LET'S COUNT IS THE FIRST GAME**

**MONOPOLY IS YET TO BE PREPARED**

**WHEN WE CLICK ON "LET'S COUNT" we get**



After clicking on the “START ” button we get the running application as:

