

IT-SEP4C-S18 – Serious Game

Project Report

# The Frangovers

## 

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# Abstract

A game, as a form of recreation, which can be used for educational purposes, or spare time enrichment, has been known since around 2600 BC (Royal Game of Ur, Iraq). The games generally spread among people has developed to be more complicated from that time on.

Rules, goals challenges and player interactions are some of the examples that became parts of games. Playing against the opponent was more entertaining because it was challenging, required higher skills, and the joy from winning was more satisfying.

To achieve the meaningful game experience, games needed to be defined by rules, to be understood clearly by the players. Wining conditions were needed to determine winner from looser, or to determine draw.

Some games were pushed so far, that certain level of skill and strategy was required to play for each participant. Fulfilling those rules ensures best game experience.

French sociologist Roger Caillois (Caillois, 1953) defined game as an activity that needs to have the following characteristics: fun, separate, uncertainty, non-productive, governed and fictitious.

The first video games can be dated to the early 50s, when the technology became advanced enough for scientists to design simple games and simulations using electronic circuits. Until that point, the computers were mainly used to solve mathematical problems. The discovery of CRT lead to tremendous rise of game development; however, it was not until the 70s and 80s that the games reached the mainstream popularity with arrival of arcade games and gaming consoles.

According to [*The Conversation*,](http://theconversation.com/playing-video-games-is-good-for-your-brain-heres-how-34034) video games have great educational potential in addition to their entertainment value. Games designed for specific problem, or to teach a specific skill have been very successful, since they are motivating, engaging, and provide rewards and chance to improve.

Gameplay involves repeated actions that strengthen the brain cell connections underlying memory and learning. Games as Tetris or Othello activate brain areas which control decision making. Some games require real-time action and activate areas, which control sensory movement.

# Introduction

The purpose of this project is to develop an application that will help people with training their short-term memory. It should do this in a form that is both entertaining and appealing to young people.

# Requirements

# Analysis

# Design

# Implementation

# Test

# Results and discussion

# Conclusions

# Project future

# Source of information