

2. Introduction

The world is complex and constantly evolving, education is the key to understanding and thriving within it. Educational games are innovative tools that can be utilized to combine the thrill of gaming while providing learning benefits. Digital media provides an unprecedented opportunity to meld play with pedagogy, creating experiences that educate, engage, and entertain. Educational games are designed to entertain players and impart knowledge and skills. Unlike traditional learning methods that some students struggle with, educational games will leverage the immersive and interactive nature of gameplay to sustain user engagement.

The objective of this project is to create a game that teaches a lesson, life skill, basic ability, or concept in a way that resonates with the intended audience, in this case, a young child. In designing this game, the goal is to create an experience that is not only educational but also enjoyable and memorable.