Poster Text

Intro

Our group's focus for EECS481 is to improve Grace's learning environment at home. We came up with creating an educational game where the school material is provided by Grace's parents, teachers, and aids.

Maze

The maze portion of the game was made with grace in mind. Like any maze, Grace completes the maze by moving the game piece around the screen until it reaches the goal spot. Placed around the maze are spots called roadblocks, where all the educational content is located.

Roadblock

The roadblocks are where grace will encounter her study material. When she moves on top of a roadblock piece in the maze, the screen switches into the roadblock ui. The roadblock UI consists of the question and it's four multiple choice answers. After she makes a choice, she'll be brought back to the maze. If she answered correctly, she'll be able to proceed, else she'll have to retry the roadblock and be prompted a different question.

Website

The website portion of our project was made specifically for grace's parents, aids, teachers. Questions for the roadblocks can be added to the database, edited from the database, or deleted. Each feature has it's own website and can be gotten to via the main page or the header portion of each site.