Abstract: LingoMon

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The game *LingoMon: Language Learning Game* is an instructional game designed to intertwine the learning and gaming worlds together to have a more fun learning environment. Designed within the Unity development framework, the game incorporates Unity-to-Azure database communication, coupled with web application deployment to ensure a comprehensive and interactive user experience. As a software developer on the team my responsibilities were both to produce clean and efficient code while also troubleshooting and debugging the software.

As part of the development team, I actively participated in agile methodologies, including a weekly stand-up meeting and sprint planning. I had worked more on the game and battle environments within it rather than the database. This entailed the battle system, the environment, NPC’s, and the actual LingoMon. This means I designed and implemented the fights between the user and the trainers/wild lingomon, animations within the battle sequence, and the mechanics of player actions and Lingomon responses. In addition to creating a captivating battle experience, I contributed to refining the overall game environment by designing interactive elements and enhancing the visual aesthetics of the virtual world.

The purpose of this project was to demonstrate that my team and I can work together to come up with a project idea and completely fulfill that idea in a limited amount of time. We chose this project because we thought it would be the most beneficial and impactful for the community if we or someone chose to continue the project in the future, as it teaches languages in a fun and intuitive way for the classroom environment.

I worked to improve the fighting environment by adding dynamic and difficult encounters that not only entertained players but also facilitated their language learning journey. As a result, the battles in LingoMon took on a crucial role, symbolizing the project's goal of fusing teaching with fun.