What is it?  
‘Timeline Hero’ is an educational game which tries to teach children (age 8 – 10) how timelines work and how you can interact/work with these. Inside this game, the player will be taken to several historical scenarios in which they will be assigned to repair and reorder various events. This task is achieved by reordering events by dragging and dropping these in the right order, and by playing these events out through quick time events. This game is created as an assignment to make us aware of how serious games are developed. This game is developed using Haxe and HaxeFlixel and is developed for PC.

What did I do?  
Together with one other team member, I have been responsible for the creation of code for this project. This contained writing functionalities and supporting these through class diagrams and description of these functionalities. During this project, I have experienced a lot of close cooperation in terms of development by doing pair programming and providing feedback on my colleague’s scripts.

[Download here!](http://drive.google.com/open?id=0ByiQxOnVn9rKSUhOaE5hSVItczg)