



HELLO WORLD



Umm Al-Qura University
Collage of Computer and Information System
Computer Science Department
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Abstract

Nowadays, people are playing games on their mobile phones, whether at home, work, or any place since it is easy to carry their phones. The time spent on playing is huge, so our society has negative stereotypes about games, usually games are just for entertainment players

Therefore, society need games benefit gamers in any way while having fun and motivate them to improve their mental abilities and intelligence through challenges and problems that they will face while playing.

Considering the balance of enjoy and improving it also give them an enjoyable experience in terms of game's story, visuals, and audio effects, and not making them have regretful feelings while spending time playing games.

Method & Materials

We implement this project game in mobile platform, in Android System as apk, and then the user will download it and install it to be able to play the game

We Use These Tools to Implement Project:



Unity Engine [Game Engine & C#]



Blender [3D Modeling & Animation]



GIMP [Graphic Editor]



Visual Studio [IDE]



Maximo [Character Model & Animation Website]

Problem & Solving

Problem:

Most of people have stereotype that games are useless and waste of time, which is because many game companies not focusing on the fact that does it benefit the user or not, they just focus on entertainment.

Solution:

Therefore, we aim to change this stereotype to a positive one that games can be used as learning way or improving player skills

Conclusion

This game is an RPG mobile game that focus on puzzles that are solved using what we learned in computer science.

The goal of developing this game is to give players enjoyable experience and teach them about some computer science concepts.

We plan to make some future addition to the game, and they are:

- More puzzles related to computer science.
- Difficulty levels to existing puzzles.
- More content related to story and quests.

Introduction

Our project is to Develop a computer science educational game in the game development area, its genre is Open World Adventure Role-Playing Game (RPG) on mobile platform.

We are developing the game to give players a simple background about computer science and save their time by benefiting from playing, instead of wasting time by playing without a purpose.

This game is to be an introduction of computer science to the players to ease the learning process of it.



0153 4685 6874 1200
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3525 4623 0156 6200
8700 7746 8541 3325

Supervised By : Dr. Khaled Said Salem Tarmissi
Developer : Anas Nawawi, Abdulelah Abbas, Meshal Alhasani
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