



# Game for Learning II

SCSE21-0540

Student: Lin Yuling

Supervisor: Dr Shen Zhiqi

**Target Device:** Android

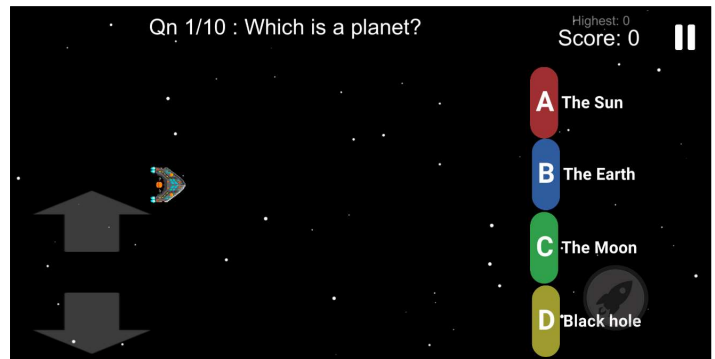
**Platforms Used:** Unity & Firebase

**2 Main Topics:** Planets & Cosmology

**2 Game Modes:** Spacecraft & Combat

**Learning Stages:** Learn, Play, Test, Feedback

**Special Features:** Voice Acting, Hidden  
Combat Mechanisms, Customizable Speeds,  
Multiple Controls, Highly Reusable Assets.



## Project Objectives:

Games are being widely used more purposes outside entertainment. There are an increasing number of studies regarding the use of serious games for education.

The project attempted to design and build an educational game for the primary and secondary school students to learn two simple topics in astronomy. With the carefully chosen product positioning of a simplistic, cost-effective 2D game that required less artwork, the project allowed more space for the designer to practice creative game designs, good project management practices, carefully iterated and tested implementations, and detailed user surveys. The application involves two main mini games, with difference in gameplay and methodologies in learning. The project also took considerable amount of time to fine tune many features for best user experience.

## Enabling Creativity:

