

# Enviro Super Heroes

Outlines

Main  
Parts

Used  
Tools

Introduction

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# Outlines:

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- 2- Used Tools.
- 3- Main Parts:
  - a- **Game Play.**
  - b- **Quiz.**
  - c- **Augmented Reality.**
  - d- **Parent mode.**
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# Introduction

Educational game for kids aged 4-7 years. The game aimed to teach kids take care of environment and conserve energy.

The game is a free game that simulates child's life at home where he is required to do some tasks such as cleaning and saving energy. In addition to being educational game it is also entertaining game that the child enjoy and discover while he learns.



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# Used Tools

Many Tools are used to develop the game are listed as follow:

Unity

Visual  
Studio

Vuforia

FireBase



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**Unity 2018.2**



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Visual  
Studio



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vuforia™



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# Firebase



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# Main Parts:

The game are consist of 5 main parts:

- 1-Game Play.
- 2- Quiz.
- 3- AR.
- 4- Parent Mode.
- 5- Analytic.

**Game  
Play**

**Quiz**

**AR**

**Parent  
mode**



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## Game Play:

Learning and discovering with entertainment while kid playing. Kid play in his home kitchen and discover good and bad behaviors by himself.



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# Quiz

Matching quiz for the kid .He match number of images for different behaviors some of these behaviors are good and others are bad with sad and smiley faces. The lines drawn using line renderer and the images scroll vertically.



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# Augmented Reality

**Purpose:** Augmented reality was used in the game for entertainment purpose, that will adding more interesting and interactive actions with the real word.

**Used Target:** Ground Plane Target.



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## Parent Mode

To manage kids time, how much time for playing the game, how much time for forcing closing the game.



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## **Analytic:**

This will keep track the admin of the game and the behavior of the player and his activation with the game.



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