Project Overview

• A vocabulary game aimed at pre-K through 6th grade students
• Players must match words with their correct definition
• If a player makes it through all the definitions, they win
• There are also monsters trying to stop them when they get a word wrong
System Architecture
Beginning of Game

[Image of the game interface with settings for Grade Level, Enemy Difficulty, Word Amounts, and Timer Length, along with a 'Play' button.]
Middle of Game
Getting words correct
End of Game
What’s left to do?

• Clean up any UI to look sleeker
• Pick and finalize SFX
• Reformat and document code per client specifications
Questions?