## ****Multimedia and Human Computer Interaction****

## ****Final Project requirement****

## ****Game Proposal****

**Game creators:**

* Dean Jordan Dumais - 2101705164
* Fiqhy Bismadhika - 2101714824
* Steven Lee Himawan – 2101704602

**Game description:**

Arcade-style aquatic game set to teach player about metamorphosis, specifically frog’s metamorphosis. The player controls a tadpole and guides it through its growth to be an adult frog, by feeding it algae which are spread around the game’s layout.

**Background:**

Metamorphosis is one of the lesson taught in biology for elementary level. By creating this game, student or the game player will be able to learn about metamorphosis. Frog is chosen to be one of the species that undergo metamorphosis in this game simply because it is the most common known animal.

People refer to many different kinds of changes as metamorphoses, like drastic makeovers, for instance. But in science, the term 'metamorphosis' refers to a change that an animal goes through as it grows older. The change has to be significant, or big.

This doesn't refer to how some animals, including humans, develop over time. We grow and change from babies to adults gradually and keep the same general physical structure--a body and head, legs and arms. But with a metamorphosis, the animal changes from one form to a very different form.

**Game learning outcome:**

After the player finished the game, he/she is expected to already grasp the basic of metamorphosis. Player will be able to tell the difference between growth and metamorphosis. Player will also learn of the basic ecosystem of a lake, and by playing the game player will understand the need of survival of every living being in an ecosystem which is related to changes as in both growth and metamorphosis.

**Game features:**

* Provides informative lesson regarding metamorphosis
* Provides example of metamorphosis
* Experience metamorphosis of a frog by controlling its survival and growth
* Provides information on how to play the game and explanation on how the game works
* Provides a user friendly U.I.
* Simplistic game design