Final Project Group 02

The Media Computing Group
DIS1 WS16/17 Final Project
07 February 2017

The Team

- X. Feng
- Y. Hu
- M. Taghizadeh
- J. Zhang
- Z. Zhou

Hokage

- **Play** and **Train**
- **Interactive** design that makes training **fun**
- Follow an adventure while training
- An **iOS** Application

Target Users

- Mostly **children**.
- Not willing to **study**.
- Prefer playing **games**.
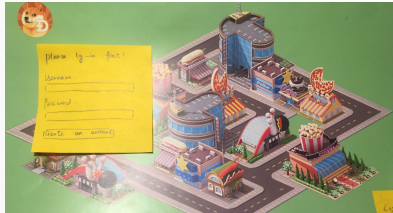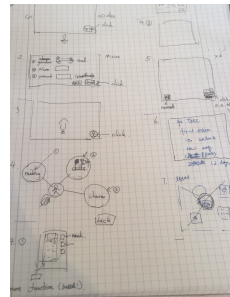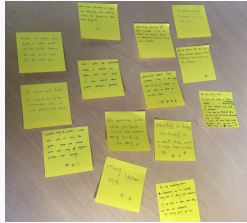- Make it **fun** for them.

Features and Context

Play and Train

Friendly Environment

🏆	👤	🪙
1	Mojtaba	150
2	Feng_Xiao	114
3	Jingyan	110
4	Hu_Yue	99

Be a competitore

DIA Cycle

Goal

- Improve **vocabulary**.
- Use picture **dictionary**.
- **Basics** to **advanced**.
- **Review** before starting next level.

Thank You.