Graphical user interface, application

Description automatically generated

**DESIGN CONCEPT**

This project is aimed at children aged between 10 to 16 years. From my research I found out that most children enjoy playing spy-based games and watching spy movies. Children enjoy dressing up in different disguises and playing different character roles.

This spy game will be easily available as an App and downloadable on any mobile phone. The spy game will get children involved in using their mind and physical skills to solve spy clues and search for secret codes hidden around special locations in the Festival.

Children will be given the option to select a spy character and use the spy compass to search and locate the special secret codes to complete the mission. There are four missions to complete with four different secret codes to find.

Once all the secret codes are found then the child must enter the codes into the final vault to find the mystery prize gift.

Many children today are mostly interested in video games and mobile phone games. This idea will focus on children and provide a fun and friendly interactive game that will make them enjoy this without getting bored. This will be linked to a physical activity game that will test the knowledge, memory, and physical ability of children. Combining both digital and physical will make the children more interested in the spy game and will allow the kids to have their own fun during the festival.

Exhibition

statement