



Serious Game Design and Development

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Project Objectives

This project aims to design and develop a serious game to enhance the learning experiences when students are taking CZ2006 Software Engineering course. It will act in the form of knowledge checking, which improve students' understanding and interest in this subject.

Game Info

The game is developed as a Tower Defense game in the form of endless play mode.



Questions Type

1. Fill in the blanks:

Revise on Project Management
Basics topic

2. Multiple choice questions:

Revise on all topics

3. Fill in the blanks with options given:

Revise on Requirement
Elicitation topic

