PART I

INTRODUCTION

1.0 Overview

The project that was developed is an online game. Online game (web game) is a game that can be run from an Internet browser and requires the Internet connection. In most cases online games are freeware programs that can be used for an unlimited time and are available for free.

The purposes of this project are to improve the efficiency the students typing. And also to make the students know how to spell some words and understand the meaning of the words. This project was developed to make the students more exposed to technology. The use of information and communication technology (ICT) is so wide and covers every aspect of life. We have experience of kid’s curiosity about computer, mobile phone, play station portable (PSP) games etc. Primary schools’ students gained learning skills through interacting with multimedia contents. Moreover, multimedia has the potential to create high quality learning environments especially for kids, with the capability of creating a more pragmatic learning context through its different medias- texts, graphics, sound, animation etc.
1.1 Problem statement and objective

This section is discussed about problem statement of existing system and also objective those are achieved from the development of this project.

1.1.1 Problem statement

The purpose to develop this system is because in the existing system that are used by users have a lot of problems. The problems that are faced by the existing system are:

1. The existing system able to make the kids to learn typing fast only .
2. The existing systems cannot improve the kids’ general knowledge.
3. The existing systems are not suitable for kids to learn spell word in Bahasa Melayu.

1.1.2 Objective

This objective is very important because it determine the goal of a project are achieved. Here are objectives of the project that was achieved in developing this system. Among them are:

1. Develop a system that can improve the students typing ability within the time given.
2. Develop a system that improve the kids general knowledge.
3. Develop a system that can improve kids ability to spell word in Bahasa Melayu.
1.1.3 Scope

The scope of this project also important to make sure the flow of the system will run smoothly.

1.1.3.1 User

This CABARANKEYBOARD game are specially created for students or kids who are age among 7 to 10 years. This game can be used by the students to learn in a new and technology way.

1.1.3.2 Technology

CABARANKEYBOARD game is created using a web technology and use the following software and language:

i. Xampp application
ii. PHP language
iii. HTML language
iv. CSS language
v. Javascript language