

Project Work Written Report

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- 1.1 – Reason why we chose a game to aid others with poor time management

Our group has always felt that in the past, we have classmates and friends who do not practise proper time management, and are constantly on their phones playing games, and end up not completing the work assigned by the teacher. Furthermore, many groups have done time management websites before. Through a card game, Our project could be unique. At the same time, they would also learn how to manage their time effectively.

- 1.2 - How the game is beneficial to those who play it.

This card game has many tips on how to manage time on the back of the cards. Furthermore, there is a website that we have created whose link we have put at the back of all the cards. This website has many resources on time management and links the user to other websites with time management tips. Through this, the user can learn how to manage their time while having fun. At the same time, there are resources that we have for those who dislike playing card games or simply want the information. The link to the aforementioned website is [here](#)

1.3 - Target audience

Our target audience is the students in Hwa Chong. Initially, we wanted the target audience to be all Secondary 1 students. However, we realised that this target audience was far too broad. We decided that the target audience should be the students in Hwa Chong, where it was not uncommon to find students who were constantly having to burn the midnight oil. Furthermore, this smaller target audience ensures that if there is a mistake in this resource, it would be easy to fix it.

1.4 - Brief description of the game

This is a brief description of the game before going on to the rules. The game has players playing attack cards against each other, which are countered by defend cards, which are countered by counter cards. If an attack card is successfully activated, the target will lose points. If all points are lost, the player is eliminated from the game.

1.5 - Contents of the game

3 sets of 5 attack cards

3 sets of 5 defend cards

3 sets of 5 counter cards

5 wild cards

1.6 - Rules of the game

There will be three types of cards, Attack, Defend, and Counter. The attack will act as a task that the opponent would have to do within a certain number of turns, and if you place a defend card within that time, you negate it.

At the beginning of the game, all players start with 5 cards in their hand. At the start of each turn, each player draws one card. At the start of their turn, they can play one card to attack or defend themselves. Also, they can counter or defend someone's attack at any time.

Point system - each player starts with 15 points. When you do not counter an attack card against you before your turn is up, you will lose a certain number of points. When a player reaches 0 points, he or she would then lose.

Attack cards - These cards, if not responded to within a certain number of turns, will cause you to lose points. They can only be negated through defense cards.

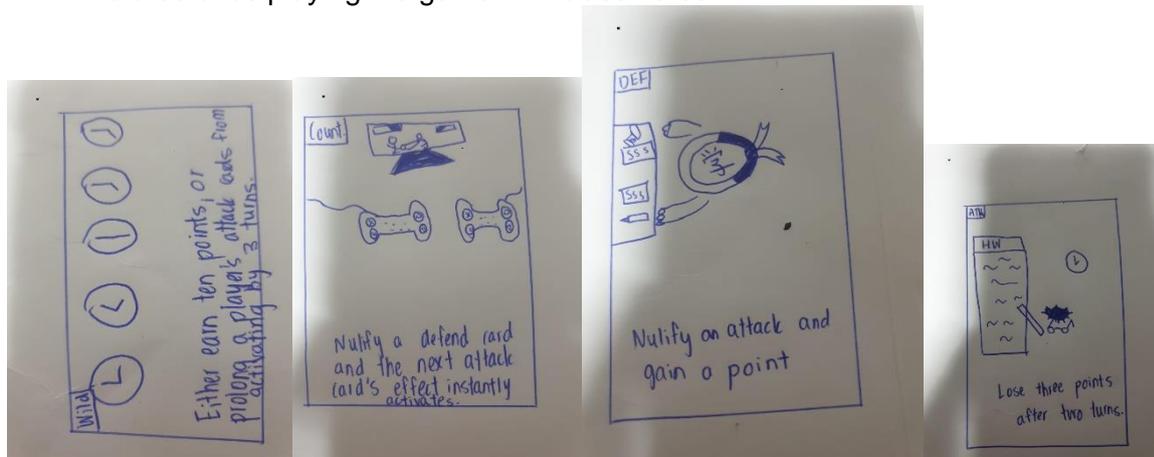
Defend cards - These cards negate the Attack cards. If they successfully trigger, they also have bonus effects. However, they will remain in play for a turn in case someone counters it

Counter cards - These cards negate defend cards.

2.1 – How the game will help those who would rather read than play the game

We have created a website for those to view at their own time. This website has tips on how to manage time, as well as inspirational quotes to motivate the reader to manage their time well. Furthermore, it links to other websites that also help the user with their time management.

2.2 – Pictures of us playing the game with classmates



3.1-Final Survey

Here are the results from the 3 surveys we made, which are filled by our classmates:

Was the experience of playing this game better than you expected? A whopping 91.7 percent of our classmates gave us a sign of definite, while 8.3 percent of our classmates considered so.

Would you rather play this than reading a book about time management? About four students out of five agree to what we said, while the rest 16.7 percent of students say that they would rather read a book as long as it is interesting enough.

3.2 – Our last few words we would like to say about the game, and the importance of time management

This game was initialised as we realised that simply reading guides on how to manage time simply did not suffice. Through this game, we truly hope to inspire people to manage their time better.

References

- Wix
- Google forms
- <https://www.projectsmart.co.uk/10-tips-for-managing-time-effectively.php>
- <https://toggl.com/time-management-tips/>

