

Abstract

The Adventure Of Andy: Grandma's Birthday Edition is an educational game for feeble-minded is the learning objectives of this game are delivered through adventure story, interjecting the game with activities in a birthday party, from dressing up to blowing out candles.

For the choosing clothes, drawing pattern in labirin, and finding object scenes, this game implements the touchscreen feature. for entering the stuff and tidying up the fruits scene ,this game implements the drag and drop feature. the shake feature was implemented on ringing the bell, while the noise detection feature is implemented on the blowing out candles scene.

This Final Project was applied on android smartphone using Java Programming Language, along with Adobe Photoshop and Adobe Illustrator for the interface design. moreover, the audio is presented through the backsound of the game and the instruction supports voice of the game.

Not just fun, this game is useful for help feeble-minded learning because its intruction was very easy to understand and to be used.

Key Word: Android, Education, Feeble-Minded, Game