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Refer to instructions on how to make a copy of the presentation template on the Appathon website: <https://appathon.appinventor.mit.edu/#:~:text=Presentation%20Information>

FUN&FUN

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SUMMER APPATHON

OVERVIEW

- **App Name:** fun & fun
- **App Description:** fun and entertaining
- **Track:**individual
- **Category:** simple



THEME

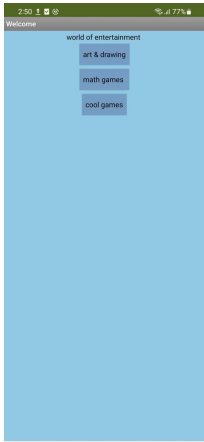
In 100 words or less, describe the problem that you chose to address, and why you were interested in solving it. Please note that this portion of your submission will be published if you are selected as a finalist or winner.

The problem was entertaining children the right way. Usually children play games that they don't have any benefits like playing (fortnite, call of duty, etc.). I'm interested to solve this problem so children could have benefits from the game like playing a math game or an art game and only one entertaining game every single game has a lot of benefits.

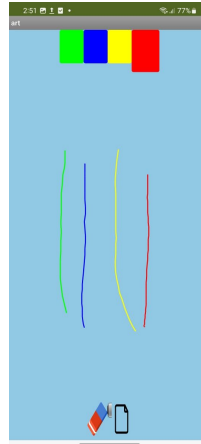


INSTRUCTIONS

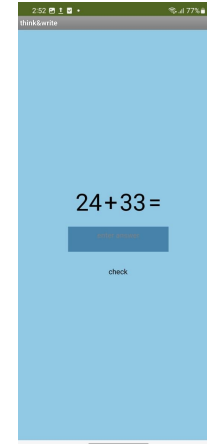
Please provide step-by-step instructions for using your app, along with high-quality screenshots of the app. Feel free to add as many slides as needed.



First screen



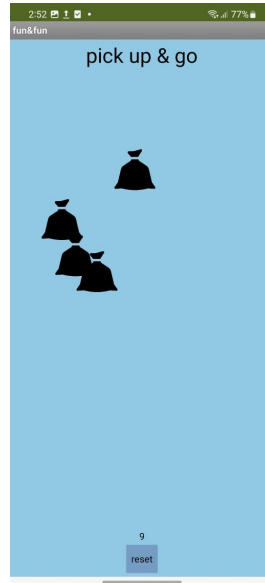
Drawing app



Math game



INSTRUCTIONS



Fun game



LIMITATIONS

In 100 words or less, describe the limitations of your app and what people should carefully consider when using it.

While using the app feel free to play with on limit because sky is the limit.



ACKNOWLEDGEMENTS

Please list the names of anyone who helped you with developing your app, and describe what type of help they provided.

- Steam club
- Youtube videos
-



APPENDIX

First i would like to talk about how to get back to the main menu is by shaking your phone.
Finally i would like to thank everyone that helped and made me work harder

Thank you