

UNIVERSITI TEKNOLOGI MARA

**Medherbs: GAMES IN LEARNING MEDICINAL
HERBS**

NOR ERNA AMIRA BINTI AMRAN

Thesis submitted in fulfillment of the requirement for
Bachelor of Computer Sciences (Hons)
Faculty of Computer and Mathematical Sciences

JULY 2012

ACKNOWLEDGEMENT

With the name of Allah the most Gracious, the most Merciful creator,

First of all, thanks to Allah SWT for giving me the opportunity to complete this Final Project in time with His guidance and blessing. I would not have been able to do this task.

I would like to give special thanks for my beloved supervisor, Dr Marina Bt Ismail because she has supervised me from the beginning of the project until the project have been completed. Thanks for helping me and give me some advised and ideas for d my project.

Secondly, I would like to thanks to our subject coordinator, Dr Noor Elaiza Bt Abdul Khalid and Dr Sharifalillah Bt Nordin for their guidance, encouragement, comments and as the references in order to guide me towards finishing my final project.

Last but not least, towards my beloved family and friends for their love, support, understanding, trust and advice that give to me until I completed my project. Thank you and may Allah bless you all.

ABSTRACT

There are many advantages of medicinal herbs. Although it has many advantages, but majority of the teenagers do not know about the medicinal herbs and how its look likes. The objectives of this project are to design a learning game which introduce a few medicinal herbs and its uses, to design a learning game which introduce a few medicinal herbs and its uses and to develop the learning game which introduce a few medicinal herbs to test the functionality of the games. The MedHerbs game have been designed and developed as a learning tool to learn about the medicinal herbs. The MedHerbs have provided an attractive graphical user interface, so that the user will not easily get bored by playing the games. This project will benefit to the teenagers who want to learn about medicinal herbs. They can have a fun way to learn about the medicinal herbs and its uses. Adobe Flash CS5.5 and actionscript 3 have been used to develop this project prototype. As a conclusion, teenagers will easily learn about the medicinal herbs and its uses by playing the MedHerbs games.

TABLE OF CONTENTS

CONTENTS

PAGE

SUPERVISOR'S APPROVAL	i
DECLARATION	ii
ACKNOWLEDGEMENT	iii
ABSTRACT	iv
TABLE OF CONTENTS	v
LIST OF FIGURES	ix
LIST OF TABLES	xi
LIST OF APPENDICES	xi
CHAPTER ONE: INTRODUCTION	
1.1 INTRODUCTION	1
1.2 PROJECT BACKGROUND	1
1.3 PROBLEM STATEMENT	2
1.4 PROJECT OBJECTIVES	3
1.5 PROJECT SCOPE	3
1.6 PROJECT SIGNIFICANT	4
1.7 SUMMARY	4
CHAPTER TWO: LITERATURE REVIEW	
2.1 INTRODUCTION	5
2.2 GAMES	5
2.2.1 GAME TYPES	6

2.2.1.1 ADVENTURE	6
2.2.1.2 PUZZLE	6
2.2.1.3 ROLE=PLAYING	6
2.2.1.4 ACTION	7
2.2.1.5 SIMULATION	7
2.2.1.6 STRATEGY	8
2.2.2 GAME BASED LEARNING	8
2.3 HOME GROWN MEDICINAL HERBS	11
2.3.1 ALOE VERA	11
2.3.2 ECHINACEA	12
2.3.3 CHAMOMILE	12
2.3.4 PEPPERMINT	13
2.3.5 LAVENDER	14
2.3.6 CALENDULA	14
2.3.7 DANDELION	15
2.4 EXISTING METHOD TO SOLVE THE SAME PROBLEM	16
2.4.1 LEARNING MEDICINAL HERBS USING BOARD GAME	16
2.4.2 LEARNING MEDICINAL HERBS USING MOBILE	17
2.5 SUMMARY	18
CHAPTER THREE: METHODOLOGY	
3.1 INTRODUCTION	19