

Build the game "Who Wants to Be a Millionaire?"

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Abstract: In the context of the rapid development of information technology, the demand for learning and reviewing knowledge through online games is becoming increasingly popular. This project aims to build an intellectual game system named 'Who Wants to Be a Millionaire', with the goal of providing an interactive educational platform for users. The research methodology includes synthesizing theories on edutainment, designing user interfaces, and implementing knowledge assessment mechanisms through diverse questions from various fields. The project is expected to contribute to the development of digital learning content and enhance educational effectiveness through active teaching methods.

Keywords: educational games, intellectual game system, edutainment