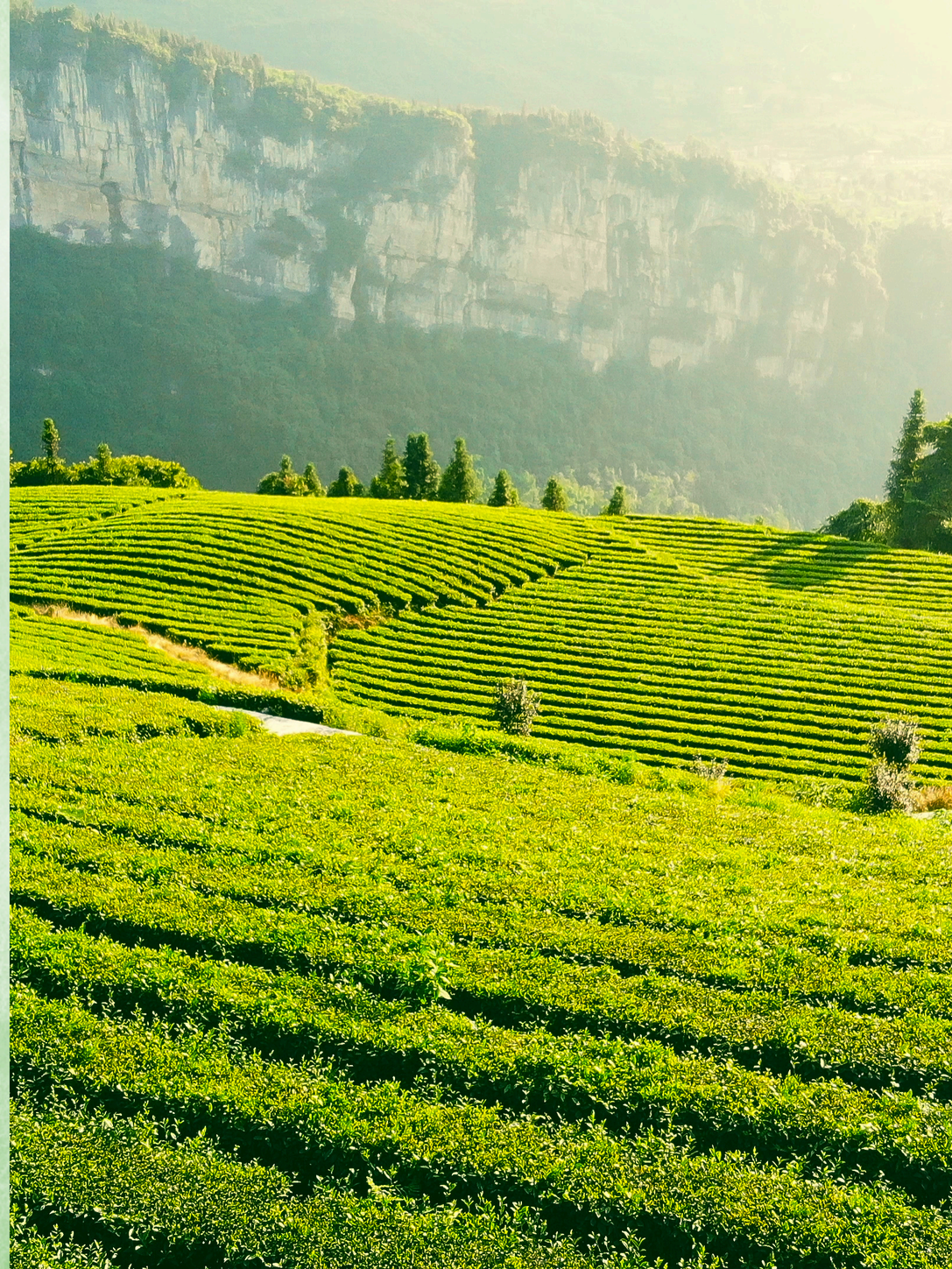
Project NutriQuest

A GUI System made with MVC design architecture
and Object-Oriented Programming Concepts

2 ZERO HUNGER

SUNWAY UNIVERSITY
A CLASS ABOVE

PRG 2104 Object-Oriented Programming



The Challenge: Zero Hunger

Addressing UNSDG 2 – Ending Malnutrition with Education

About UNSDG 2 : Zero Hunger





According to the UN, nearly 1 in 11 people worldwide face hunger or malnutrition. Nutrition is a global priority and a critical challenge in both developed and developing nations.





NutriQuest leverages technology and education to deliver a gamified learning experience for children aged 7–12.

- Tailored to the Malaysian context, for both rural and urban settings.
- Interactive gameplay + seamless user experience → encourages children to learn by doing.

About the Application

NutriQuest Application Flow

Main Menu



Village Mode



Urban Mode

Education Content

1 - basics

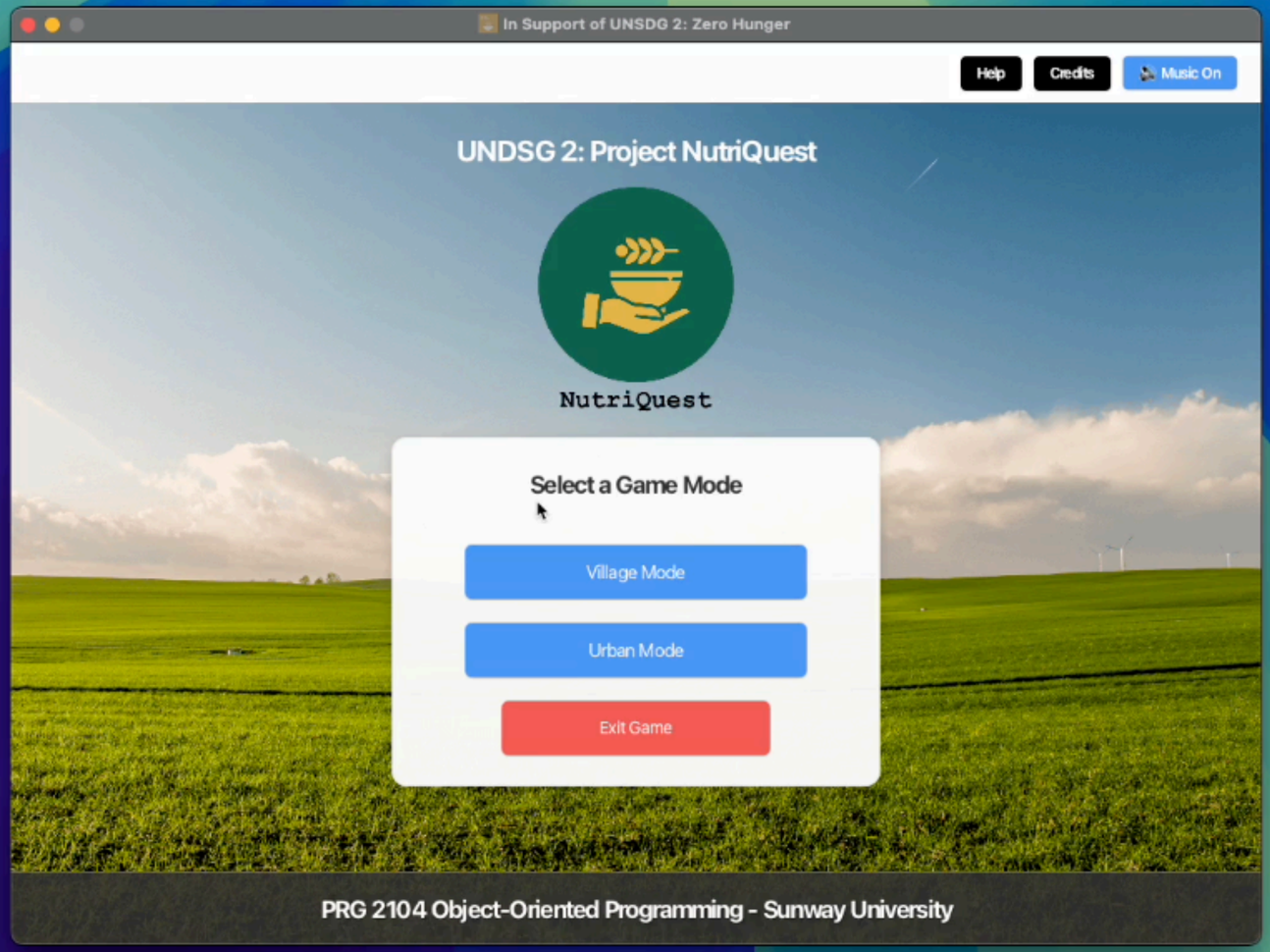
2 - challenges

3 - food groups

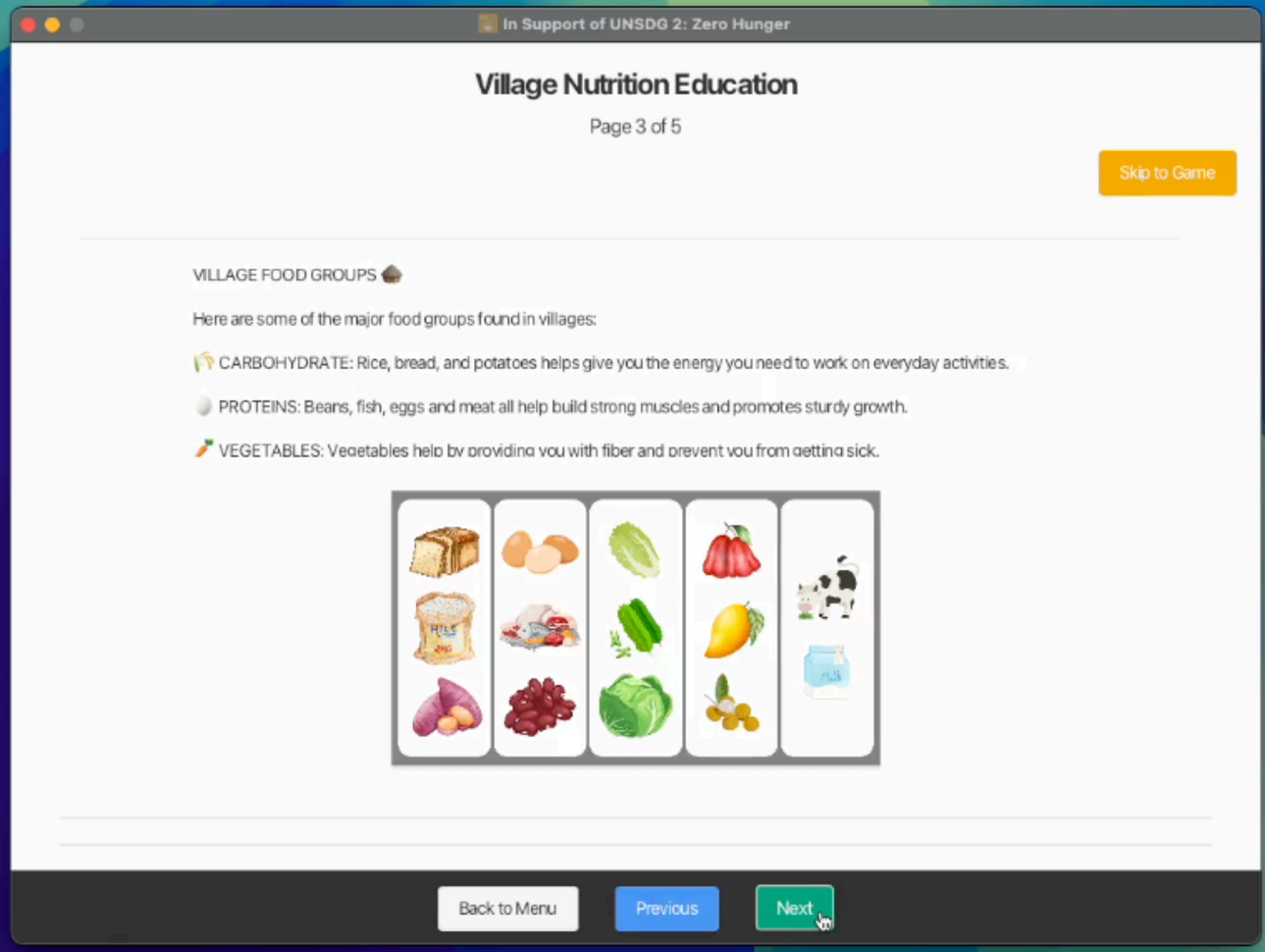
4 - tips

Nutrition Game

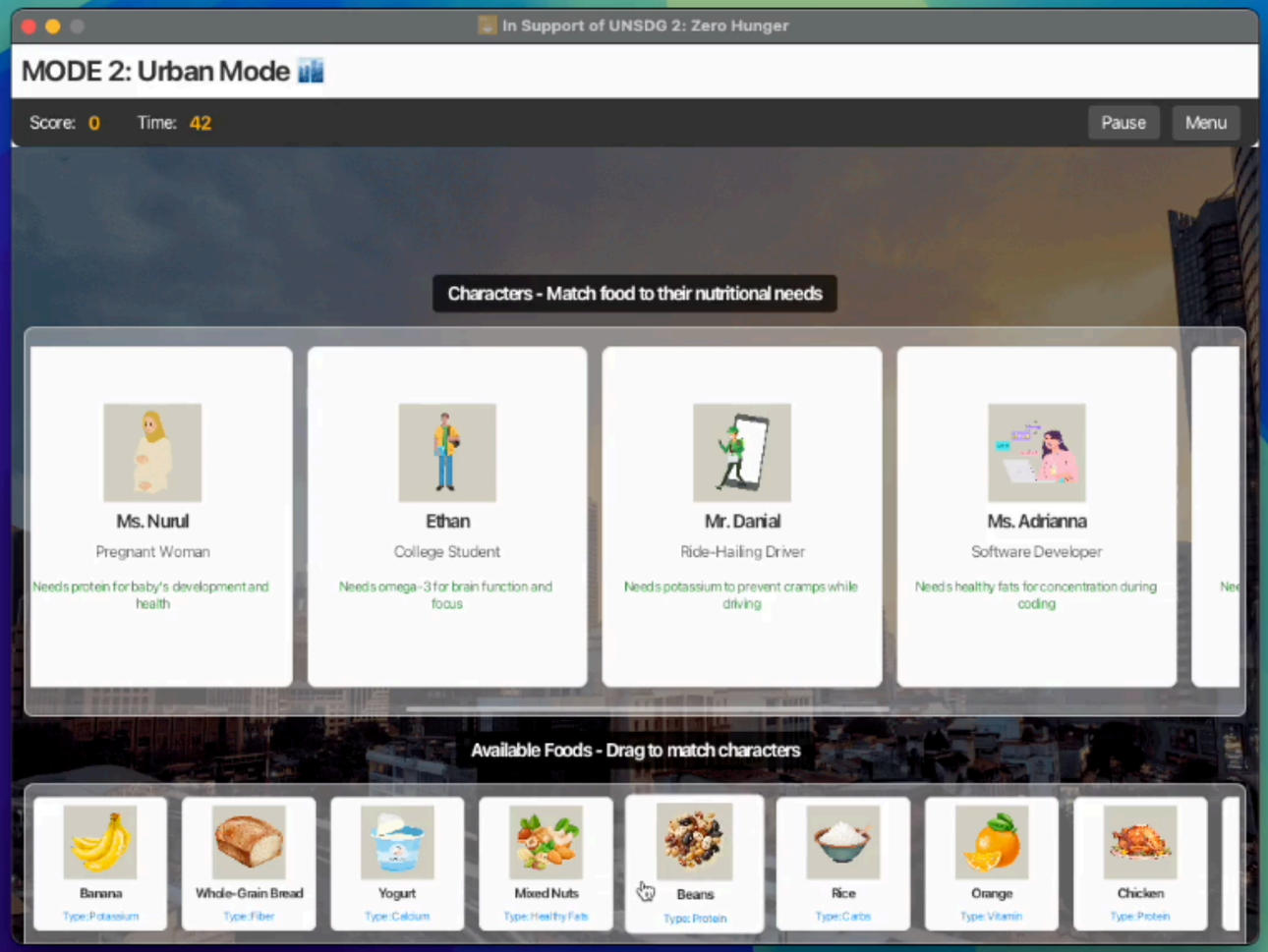
NutriQuest Application – Main Menu



NutriQuest Application – Education Section



NutriQuest Application - Game Section



Project Outcome

How gamification can bridge education and nutrition for children?



OUTCOMES

- Engaged Learning: Children aged 7–12 learn nutrition through interactive play.
- Contextual Relevance: Tailored for both rural and urban Malaysian settings.
- Positive Reinforcement: Scoring, feedback, and bonus points encourage practice and retention.
- Scalable Design: Modular code allows future expansion (new game modes, content)

IMPACT & LEARNINGS

- Educational Impact: Raises awareness of UNSDG 2: Zero Hunger among young learners.
- Future Potential: Can be extended into broader nutrition/health education platforms.