KODI CHALLENGE TEAM

CHOOSE YOUR HEROES AND COMPLETE THE MISSION!

Emotions, fun and visual programming on tablets and interactive floor

Develops	Teaches	Support
VISUAL PERCEPTION	**PROGRAMMING**	**SOCIAL SKILLS**

WHAT WILL YOU EXPERIENCE IN THE COLLECTION?

Cooperation or competition between two teams

Algorithmic challenges to solve

Coding a route from picture blocks

Working on two tablets and an interactive floor

Learning about programming constructs

Creating a sequence of instructions to control the hero

Correcting the code after an error occurs during gameplay

Play on **two mobile devices** and the **interactive floor**	✓
Number of applications in the collection	12
Number of game boards/levels to complete	120
Number of **different types of missions** to complete	6
Two game modes - **cooperation or competition**	✓
Coding using **picture blocks**	✓
Compatible with the **core curriculum**	✓
The game comes with a **tutorial for players**	✓

Coding on tablets

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12 APPS

A total of 120 levels to complete

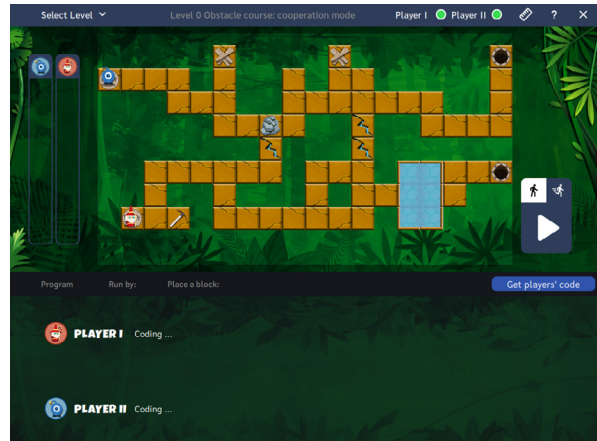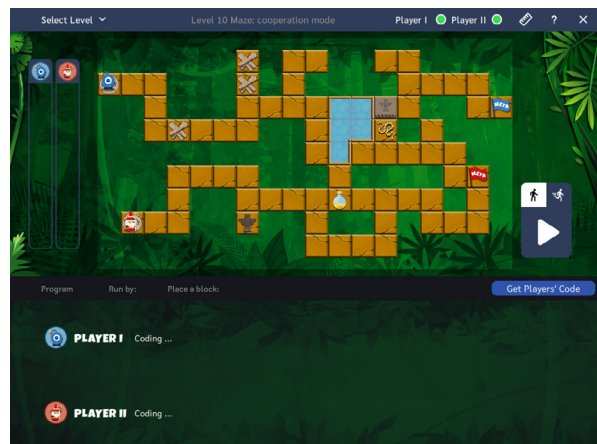| Competition	Cooperation

▷ Mission: Building bridges
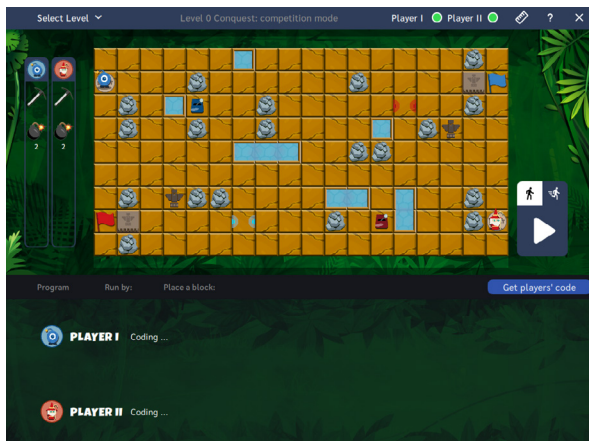

▷ Mission: Obstacle course
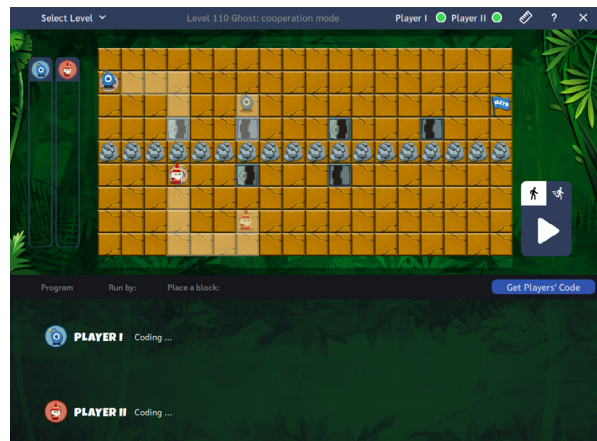

▷ Mission: Collect resources

▷ Mission: Maze

▷ Mission: Conquest

▷ Mission: Ghost

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Arrange the codes on mobile devices and upload
them to the game on the floor!

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ALGORITHMIC NET GAMES

The leader selects a board on the interactive floor for users to solve. The players' task is to bring the heroes to the finish line by composing the code from the blocks on mobile devices. The completed codes should then be sent to the host device where the game will start.

The host has the ability to download the completed codes from the players, even if they have not yet been sent to the main device. To do this, select the „Get Players' Code" button.

In a situation where both players made errors in their algorithms (e.g. the hero entered an illegal field or did not reach the finish line), they can make changes to their instructions and re-send them to the main device.

After completing a given board, it is marked on the list as solved and players can then return to it to analyze their algorithms displayed on the interactive floor. When moving to a new board, previous solutions are cleared.
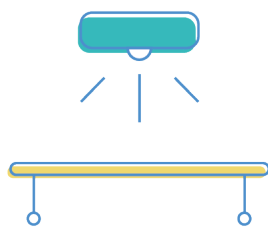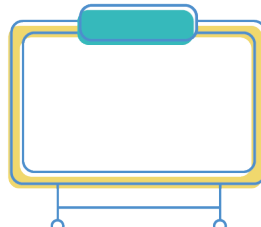
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The collection is dedicated to devices with Motioncube Player interactive software with IR pen control:
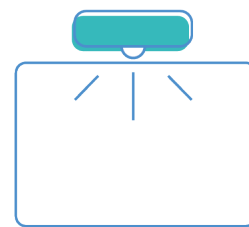
Interactive floor	Interactive table	Interactive board	Interactive wall

More information about the collection
can be found in the store:

store motioncube.io

https://store.motioncube.io/

See in store

Download the application to your mobile device from the Google Play

Go to Google Play