Play and Learn
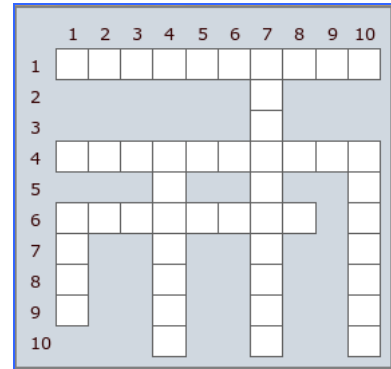
The module game in version 1.3 contains the following games:

α) **Crossword**: Teacher can set the maximum number of columns/rows or words that contains. Student can press the button "Check crossword" to check if the answers are correct. Every crossword is dynamic so it is different to every student.

β) **Hangman**: Teacher can set the number of words that each game contains, if shows the first or last letter, or if show the question or the answer at the end.

γ) **Millionaire**: Is the famous game.

δ) **Sudoku**. Shows a sudoku when if the students answers correct shows the correct number that will help him to solve the sudoku. The other solution is to guess the number(1 to 9).

Millionaire

Sudoku

ε) **Cryptex**: It looks like the crossword. The answers are in the cryptex.
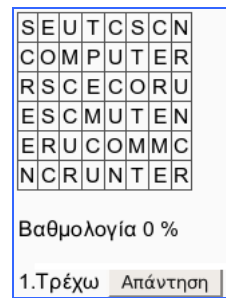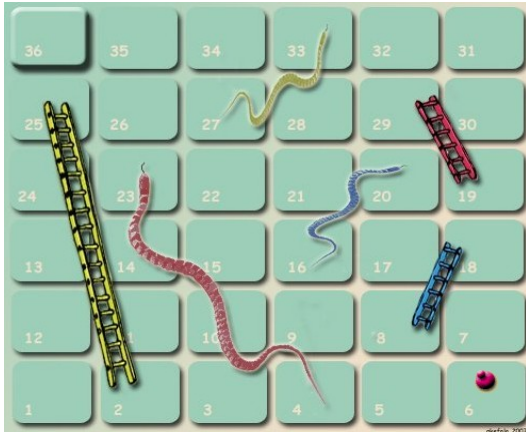
στ) **Snakes and Ladders:** Every time the student answers correct go forward. If he is in the botom of the ladders and answers correct goes to the top. If he is in head of snake and answers wrong goes to tail.

Book with questions: When the student answers correct can go to the next chapter.

Source for each game

Game	Glossary	Questions		
		Short answer	Multi choice	True / False
Hangman	X	X		
Crossword	X	X		
Cryptex	X	X		
Sudoku	X	X	X	X
Millionaire			X	
Book with questions	X	X	X	X
Snakes and Ladders	X	X	X	X