

How to Run

GitHub Repository: <https://github.com/AmalPresingu/LatinSquares>

ZIP File Link: <https://www.dropbox.com/s/u13zm6lrlaxvzuu/Latin%20Squares.zip?dl=0>

Website Link: <https://latin-squares-3tsifiddf-kingamal.vercel.app/>

1. Navigate to the [website link](#).
2. Once the teacher pulls up the website, there will be a window with the game displayed.
3. There will be a fullscreen icon on the bottom right side of the screen to maximize the window for ideal display.
4. To view the file contents and game scripts, navigate to the [GitHub repository](#).
5. To download the file contents and game scripts, navigate to the [ZIP file link](#). This ZIP file can be opened in Unity, and the complete project is viewable and editable.

The Process

1. Students will be prompted with a set of instructions on how to play the game. They should take this time to look over the main menu. Teachers should use this as a supplement to further break down the game concepts if students have questions.
2. After the instructions, students should click on the “easy” gamemode to start.
3. After the board is displayed, students will have the chance to enter numbers and complete the puzzle. There are limited hints that they can click on. If they think they have completed the puzzle, they can click the “check squares” button.

4. Once the students successfully complete the game, an ending screen will show a brief celebration with celebratory music. They should click the “return to menu” button and keep practicing on the “easy” gamemode until they are ready to advance to the “medium” gamemode.

What to Expect

Latin Squares is meant to be a learning experience for students. It’s a creative way to gamify problem solving skills. Similar to Sudoku, it teaches younger students the basic fundamentals of algorithmic thinking and how to navigate problems. Furthermore, the game emphasizes pattern breakdown and efficiency. Students will also enjoy competing against classmates to see who can solve boards in the least amount of steps. The first puzzle is always the hardest to solve. Once you solve your first puzzle, the strategy will become much simpler. From that point, difficulty in the game board is the variable to focus on.