# **LoL Expert Content and Game Design Review**

**Game**

* Robert Quest: Escape From Quadrant

**Game URL:**

* <https://app.legendsoflearning.com/game/robert-quest-escape-from-quadrant/2274?partner=legends-internal>

### **Learning Objective (LO)**

* Ordered Pairs on a Coordinate Plane

**LO Main Concepts:**

* Main Concepts that aren’t checked by the LoL Reviewer are not present in the game or could be taught better.

| **Concept** | **Weight** | **Game ✔** | **LoL Reviewer ✔** |
| --- | --- | --- | --- |
| There are 4 quadrants on a coordinate grid. Quadrant I contains all coordinates in which x and y are positive (x,y). Quadrant II contains all coordinates where x is negative and y is positive (x, -y). Quadrant III contains all coordinates where x and y are negative (-x,-y), andQuadrant IV contains all coordinates where x is positive and y is negative (x, -y). | Main |  |  |
| Coordinates with the same numbers but opposite signs are reflected across axis. (x, y) and (-x, y) are reflected across the y-axis. The coordinates (x, y) and (x, -y) are reflected across the x-axis. And coordinates (x,y) and (-x,-y) is reflected across both axis referred to as reflected across the origin. (diagonally reflected). | Main |  |  |

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# **Content Review**

**Overall Rating (1-5): 3.5**

**Ease of Play Rating (1-5):** 3

**Content Integration Rating (1-5):** 4

**Things we liked:**

* Review of the quadrants throughout the game.

**General Feedback (ordered by level of importance)**

**1.**

**Feature (include screenshots if necessary):**

* The way students are selecting where to go. To assess this LO it would make more sense for the student to just type the coordinates he needs to go to. It seems like you are making an easier concept difficult through the game play. At least in the first few levels, assess that students know the ordered pairs in the correct order. Then move to the more difficult strategy. The strategy used makes the game too long. I would suggest making this game no more than 15 minutes long.

**Why is it important?**

* Teachers want to know that students have an understanding of the quadrants, can locate ordered pairs and understand the reflection of coordinates over the x and y axis. I did not see much about the reflection relationship during game play.

**Our recommendation:**

* After introducing the quadrants, students simply type the correct ordered pair to get them to the location. Only at the last few levels introduce the maze type strategy. This should help shorten the game which I believe also needs to be done (should not exceed 15 minutes)

**Additional notes:**

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# **Developer Questions:**

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# **Game Design Review**

**Overall Rating (1-5):** 4

**Things I liked:**

* Good explanation at start of quadrants
* Puzzles are fun (but not critical for the learning of this LO as mentioned above)

**Game Design Feedback:**

* The pitfall holes aren't very clear/easy to see
* I would make the axis bars more visible and the origin point
* It's not explained or visually shown that the black ghost guys fill in holes when the fall into them

**Bugs:**

# **Developer Questions:**