

Instructions for using the resource

In this document, you'll find some quick instructions regarding how to open and use the apps provided.

The app for the students is under the `Student` folder, and the app for teachers is under the `Teacher` folder.

Students

For the students, the `Student` folder contains 2 files (`student-game.html` and `student-info.html`) and 1 folder (`resources`). The `resources` folder contains important files that must exist for the app to work, like images and programming code. However, to play the game, you only need to open the `student-game.html` file (by double clicking it), and your default browser should display it without any problems. You can also open the `student-info.html` file to open a page with information about binary, numbers, and numeral systems. On both of these pages, at the top left, there is a tab that allows you to switch between them. However, be aware that switching from the game to the information tab will eliminate the game's progress. Closing the browser also eliminates the game progress.

Teachers

A similar organization exists for the Teacher app. The `Teacher` folder contains 2 files (`card-demo.html` and `code-generator.html`) and 1 folder (`resources`). Just like for the Students, the `resources` folder must exist for the app to work, but you only need to open one of the `.html` files to use the tool. Each of them also contains a tab at the top to open the other.

Creating a words file

You'll notice that the student's game asks for a `words.txt` file. This file is simple - it should consist of a series of words, one per line. Here's an example:

```
school
science
math
```

There must not be an empty line at the end of the file, and there must not be any spaces after each word.

Distributing the game

If you'd like to give the game to your students, all you have to do would be to give them the `Student` folder - perhaps compressed in a `.zip` or `.rar` format - and either refer them to these instructions or help them yourself.

We hope you find this resource useful!