

# Online Gameplay

## Terms

Subject – a language specific subject-matter practiced. Each subject might be a prerequisite to one or more subjects.

Question – a content to be solved by players practicing a language subject. Has a unique format. Has one correct answer. Might have a class associated with it (e.g. elementary, intermediate, advanced).

Exercise – contains questions of the same format, includes instructions regarding how to solve contained questions. May include additional context (e.g. a story). Each exercise might be a prerequisite to another exercise.

Round – a number of questions. A Gameplay Mode is assigned to every round:

- Simultaneous – players play in parallel to each other.
- Turn Based – Play is enabled by turns between groups.

Game – a number of rounds (a minimum of three), usually referring to one subject.

## Default Progress and Rules

Every player is required to pass a preliminary exercise before he may practice a subject online. Each subject has one such exercise.

A game starts with 2 or more players. Players are divided into two groups (with a fairness factor).

The first round of the game begins. Players submit their answers to the questions presented (controlled by gameplay).

Every round contains a number of questions from an exercise (exact amount to be defined later).

At the end of every round, the solution is presented (alternatively at game end).

Rounds progress according to the exercises of a subject, by level of difficulty (by content and format).

Players are evaluated based on a specific passing criterion that determines progression to the next round. Players that fail this criterion may practice the next round solo.

Another passing criterion exists for players set aside, determining whether to let them join the next round or not, based on their recent achievements.

At the end of all rounds, the group that scored the most wins.

## Basic Game Flow

