

The Art Dealer Game

USER MANUAL

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1. Introduction

Welcome to *The Art Dealer Game*! This user manual is intended to guide students or teachers on how to effectively administer the game to students in grades K-8. The game helps students develop computational thinking and pattern recognition skills in a fun and engaging way. This manual provides instructions on setting up the game, explaining its mechanics, and assisting students as they play.

2. Getting Started

2.1 System Requirements

- **Operating System:** Windows 10/11 or macOS X
- **Memory:** 4GB RAM
- **Storage:** 100MB free space
- **Graphics:** Basic 2D graphics support
- **Sound:** Speakers or headphones for sound effects

2.2 Installation Instructions

- Download the game from the provided link.
- Double-click the .jar file to open the program.

3. Game Overview

3.1 Purpose of the Game

The purpose of *The Art Dealer Game* is to teach students pattern recognition by allowing them to guess patterns based on a set of cards. The game progresses in difficulty based on grade level, helping students build critical thinking and problem-solving skills.

3.2 Learning Objectives

- **Pattern Recognition:** Students will identify visual and logical patterns.
- **Critical Thinking:** Students will use logic to make educated guesses based on feedback.
- **Problem Solving:** The game encourages multiple attempts, teaching persistence and problem-solving strategies.

4. Game Mechanics

4.1 Grade Levels

The game is designed for three levels, each tailored to the complexity appropriate for different age groups.

- **K-2:** Simple patterns (e.g., all red cards, all hearts, all nines, etc.).
- **3-5:** Intermediate patterns (e.g., Sum of cards to nine, Aces and Black Jacks, single digit primes).
- **6-8:** Complex patterns (e.g., Three of a Kind, a Pair, Straight, Straight Flush).

4.2 Starting a New Game

- After launching the game, the teacher or student selects a grade level (K-2, 3-5, or 6-8).
- The game will open with the interface showing a card deck for the student to make guesses.

4.3 Making Guesses

- The student selects cards from the deck to guess the dealer's pattern.
- After selecting four cards, you are prompted with which cards the dealer has purchased.
- After each prompt from the dealer, you have the chance to take a guess at the dealer's pattern regardless of if the dealer purchased any cards or did not.
- If there is an incorrect guess, you can continue until all three guesses have been utilized.
- The student has three attempts to guess the correct pattern before the solution is revealed.

4.4 Winning

- Upon winning, a balloon window and cheer noise populates.
- You will be prompted to play again.

5. Teacher's Role

5.1 How to Guide Students

- Explain to students how to select cards and make guesses based on the grade level they are in.
- Encourage them to think logically about their guesses and pay attention to the feedback provided by the game.
- Possible patterns to choose from is located at the bottom right of the Card Panel.

5.2 Administering Different Grade Levels

- For K-2, focus on simpler patterns recognition.
- For grades 3-5, allow students to experiment with more challenging patterns.
- For grades 6-8, challenge students to deduce more complex sequences and properties, fostering advanced problem-solving.

6. Frequently Asked Questions (FAQs)

Q: How do I restart the game if a student wants to try again?

A: At the end of each game, there is an option to replay or return to the main menu.

Q: What happens if students run out of guesses?

A: The correct pattern is revealed, and the student can replay the game or move to a different level.

7. Troubleshooting

Issue: The game does not launch.

Solution: Ensure that the computer meets the system requirements and reinstall the game if necessary.

Issue: No sound.

Solution: Check if the speakers are connected and the volume is turned up. If the issue persists, restart the game.

8. Contact Information

For technical support or further assistance, please contact the development team at:

Email: travisllester@lewisu.edu or prithukathet@lewisu.edu