Use Chrome to access the game. Test links before using them with students. Some domains may need to be whitelisted on school networks by IT.

## Remote Implementation

* You must have the dashboard open before students open a game session.
  + Type your teacher code (e.g. 007) and generate a list of class codes (e.g. 100701A) and assign students codes before you meet.
  + Download the report and copy/paste the chat **before** closing the window to save the visualizations and chat logs.
* Have students let you know in advance if they can’t make the session so you can fill in gaps and form trios.
* Don’t play the game and have a video call on the same device.
  + Have students login to the game on their computer and login to a video call on their phone or other device not used for the game.

## Game Tips

* If a network connection is lost, the disconnected player will no longer be able to enter messages in the chat. Ask players to type in the chat to determine if a connection is lost. If they can’t chat, have all players from the group refresh the page or join a fresh instance with a new class code.
* There are tutorial elements the first time you (1) move your boats, (2) select fish to catch and (3) sell your fish. For (2) above, there is a box you have to close to continue.
* Mute your mic and communicate only through the chat while playing the game

## Resources

| **For Students** | **For Teachers** |
| --- | --- |
| [Game Link](https://pisces-s3.s3.amazonaws.com/prod/index.html)  [Student Game Survey](https://snhu.qualtrics.com/jfe/form/SV_4MBygElMoxy37RI) (after gameplay)  [Game UI Handout](https://drive.google.com/file/d/1WDynQ9Y-zb_wNIwOTxU-tE_AAL_gvDIQ/view?usp=sharing)  [Criteria List Handout](https://docs.google.com/document/d/1WAfoDKC8loKG5w1Bxy53GWuCe9x2g9mxBNcNB0qk_Xo/edit?usp=sharing)  [Story of Gameplay Handout](https://docs.google.com/document/d/1dYK1Pq7OxjSWRodIiiRgJFucbm6hhCftn4oW1mnp0o8/edit?usp=sharing)  [Feedback Form](https://docs.google.com/forms/d/11Dl8B6XLuEX_hyW6cr07B4gxBnU0SsAO1IaMzCAfJAc/edit?usp=sharing) | [Teacher Dashboard Link](https://pisces-s3.s3.amazonaws.com/prod/teacherBuild/index.html)  [Teacher Survey](https://snhu.qualtrics.com/jfe/form/SV_emPbUonjM19O2zj) (after implementation) [Game Lesson Plan](https://drive.google.com/open?id=1gVnX-aWdf89xhmEz-mz2-wgQLBSFiQiDT9lomcPyMG8)  [Slides](https://docs.google.com/presentation/d/1nDyrDAp4U18LLfHG9kHUp1YaTPW-fX9RYzacxe0DGk8/edit?usp=sharing)  [Dashboard Guide](https://drive.google.com/file/d/1fNBTWDxj0lPcczY48rwHWaCO1_P6xNF6/view?usp=sharing) |

## Whitelisting Information

Our game makes use of secure web sockets and would need the following sites whitelisted:

[ns.exitgames.com](http://ns.exitgames.com/)

[app-eu.exitgamescloud.com](http://app-eu.exitgamescloud.com/)

[app-us.exitgamescloud.com](http://app-us.exitgamescloud.com/)

[amazonaws.com](http://amazonaws.com/)

And for ports:

19090-19093

The specific URLs for the Libra chat are,

<http://libra-hewlett.s3.us-east-2.amazonaws.com/prod/client/index.html>

<http://libra-hewlett.s3.us-east-2.amazonaws.com/prod/dashboard/index.html>

For Little fish Lagoon are,

<https://pisces-s3.s3.amazonaws.com/prod/index.html>

<https://pisces-s3.s3.amazonaws.com/prod/teacherBuild/index.html>