

## Planet Puzzle league

### 1. Basic game info

- Number of players  
1 (single player) 2-4 (multiplayer)
- Time to play  
10 minutes max to get passed each level
- Suggested ages  
10 and up (possible for players as young as 8)
- Platform  
Nintendo DS Lite

### 2. Description (goal and core mechanic in first line)

Planet Puzzle League is played with the Nintendo DS unit in a sideways "book-style" orientation. Planet puzzle league is similar to Bejeweled. In that realm the goal of the game is to clear sets of blocks of the same color. In specific:

- When blocks of the same color are aligned adjacent to one another in vertical or horizontal lines of three or more while supported from underneath, the blocks are cleared
- When more than three blocks are cleared at the same moment, the event is known as a combo.
- Lift : lifts (rises) up from the bottom of the screen. As the match progresses, the stack rises at an accelerating rate. In these modes, players have the ability to manually lift the stack by using a Lift button
- In several modes of play, rectangular garbage of various widths and heights can drop from above the playing field to add to the stack. When a block is cleared while touching a piece of garbage, the garbage piece and all same-colored garbage pieces contiguous with it are transformed as a group, space by space from right to left, row by row from bottom to top.

In the multiplayer version the clearing in the battles goes as following:

- In Garbage Battle matches, garbage and item effects are sent to all opponents. players are ranked in reverse order of elimination.

- In Clear Battle matches, players are ranked by completion time from shortest to longest.
- In Score Battle matches, players are ranked by score from highest to lowest.
  - Genre/ Platform  
Puzzle
  - Links to forums, reviews, pictures  
[http://www.modojo.com/media/games/planet\\_puzzle\\_league/ds/2.jpg](http://www.modojo.com/media/games/planet_puzzle_league/ds/2.jpg)

2. What is the core learning activity of the game?

Players learn how to make matches of blocks of the same color, recognize visual patterns and develop eye hand coordination skills.

3. What integrated domains does this game align with? What pedagogy does it suggest?

Integrated domain - 'Systems based thinking'  
Pedagogy –'Games as simulations, the way things work'

4. Does this game have a level editor?

No

5. What kinds of social interaction does this game create? What are the qualities of that interaction?

In the multiplayer version of puzzle league, there is social interaction.

6. What are the 6<sup>th</sup> grade math curriculum standards that this game aligns with? (include full path)

1) Problem Solving :

- interpret information-identify the problem-generate strategies (procedure)
- model problems with diagrams
- trial and error method and the process of elimination to solve the problem (move through the puzzle quest)

## 2) Reasoning and proof

- understand that : there are many strategies to solve the same problem
- explain a rationale for strategy
- make conjectures
- verify claims
- recognize patterns

## 3) data statistics and probability

- if/then statements
- sets

## 4) Geometry

- Symmetry and transformations
- Measurement

7. Is the game simulating or modeling something? (real scenario, imagined scenario, predictive scenario, system)

*shape matching and stacking simulation*

8. What are the data sets that can be gathered through play of this game?

- Students may collect data that reflects the moves they followed in order for them to solve the puzzle.

*(i.e. Students collect data in relation to how many combos they achieved or how the speed of garbage changed when their opponent scored a combo)*

9. How can these data sets be analyzed and manipulated?

- Grow quest: goal is to increase the number of resources in a system

*(e.g. collect data regarding how many combos you scored)*

- Shrink quest: goal is to decrease the number of resources in a system

*(e.g. collect data regarding how many garbage blocks you through to your opponent)*

## 10. Tags

math, geometry, collaboration, patterns, puzzle