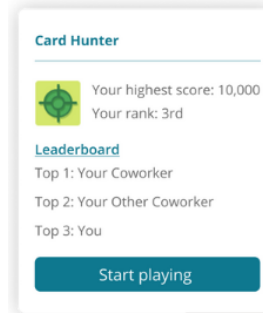# BenchPrep

Configuring the Game Center

Crossword Puzzle

- **Objective:** Complete the crossword using the clues provided for each word.

- **Points:** A user earns points by speed of completing the crossword, accuracy, difficulty and number of hints used.

- **Settings:** There are 2 difficulty levels. Easy Mode automatically highlights incorrect letters in red.

| Learner Experience	Requirements	How To Configure
• Users may access a crossword puzzle generator in the Game Center. • This game uses the course's flashcards to generate a unique crossword puzzle using the back of the flashcards as clues and the front of the flashcards as the words in the puzzle.	The Game Center section must be in use. The course must have at least 20 flashcards that have a front side (i.e. the term defined) with two words or less.	At the current time, crossword puzzles cannot be turned on via your tenant. Once you have at least 20 flashcards that have a front side (i.e. the term defined) with two words or less, kindly submit a ticket to our support team who will gladly assist you with turning this game on in your learning platform.

Sudden Death

- **Objective:** Answer as many consecutive practice questions correctly as possible. The game ends when the user answers a question incorrectly.

- **Points:** Points are earned based on their win streak length.

- **Settings:** A user chooses both the category and subcategory of practice questions, depending
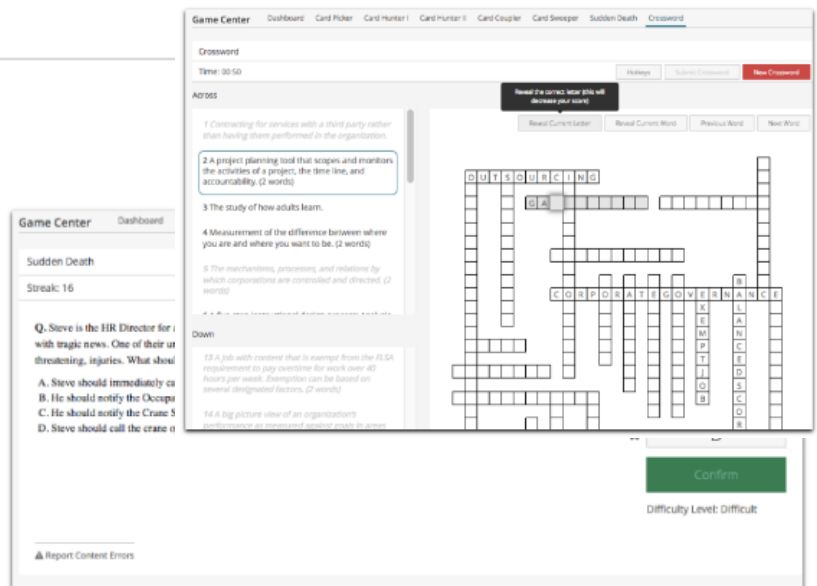
on how narrowly they want to focus. A user cannot determine the difficulty level of questions, but if the course offers such, the difficulty level of each practice question will appear next to the right of any question.

| Learner Experience	Requirements	How To Configure
• Learners can access "Sudden Death" in the Game Center. • The game ends when the learner answers a question incorrectly. • A user has one life; hence the name Sudden Death. After a user answers a question incorrectly, the "Confirm" button becomes "See Score" and will direct the end user to a summary page.	The course must have at least one practice question, and we recommend not turning it on via feature access unless there are 20 or more practice questions. Sudden Death suitable for c response que questions ne multiple choic	At the current time, the sudden death game cannot be turned on via your tenant. Once you have at least 20 or
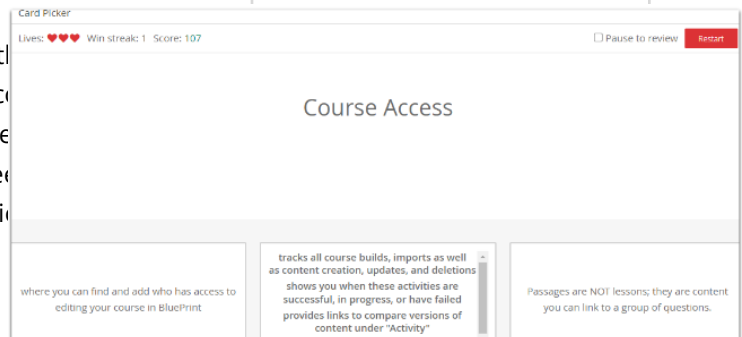
Card Picker Game

- **Objective:** Correctly match Side 1 of the flashcard with Side 2. Each round, a different term from Side 1 appears with 6 possible matches below. The user chooses a Side 2 from these 6 possible matches.

- **Points:** They will earn points for successful pairings and speed of answering.

- **Settings:** A user does not set a level of difficulty for this game, just a category of flashcards.

Learner Experience	Requirements	How To Configure
• Users may access the game "Card Picker" in the Game Center. • This game shows users the front of one flashcard - they must identify the back	The course must have at least 20 flashcards.	• Enabled within each course in Tenant Dashboard. • Configurable by Tenant Admins from

of that flashcard from a pool of options.	
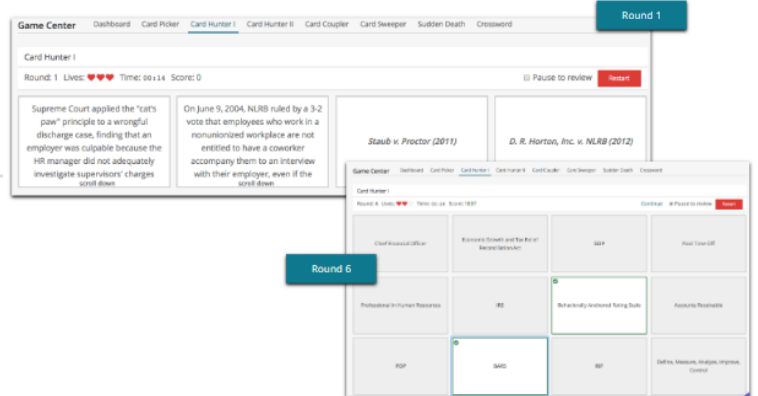
Card Hunter I

Objective: Match one pair of related cards each round.

Points: A user earns points for successful pairings and speed of answering.

Settings: A user does not set a level of difficulty for this game, just a category of flashcards. The system tracks the total time it takes to complete a game.
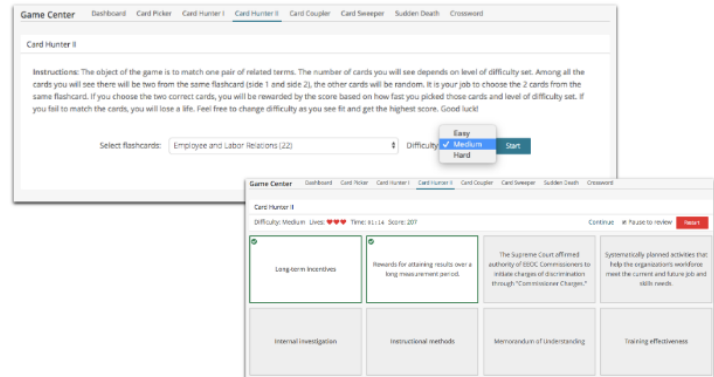
Learner Experience	Requirements	How To Configure
• Users may access the game "Card Hunter I" in the Game Center. • In round 1, the game presents 4 cards: 2 definitions and 2 terms. • Only 1 pair will match; the other 2 are random. To score and move on to the next round, the user must match the proper cards. • If they fail, they will lose a life and restart the round with 4 cards. • Two additional cards are added after each round a user completes successfully with a maximum of 14 total cards per game.	The course must have at least 20 flashcards.	• Enabled within each course in Tenant Dashboard. • Configurable by Tenant Admins from Tenant Dashboard. To toggle setting on/off, follow instructions found [here](#).

BenchPrep

Card Hunter II

Objective: Like Card Hunter I, you must match one pair of related terms.

Points: A user scores based on accuracy, speed of answering and level of difficulty. If the user fails to match the cards, they will lose a life.

Settings: A user sets both the difficulty level as well as flashcard category at the start. The system tracks the total time it takes to complete a game.
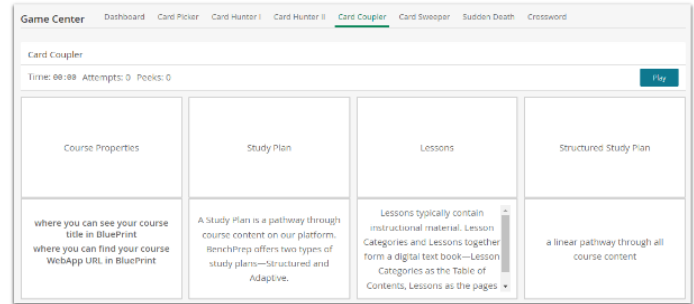
Learner Experience	Requirements	How To Configure
• The number of cards in every round depends on the level of difficulty set by the user; whereas in Card Hunter I, the number of cards increases after each round you answer correctly. • Easy has 4 cards while Medium has 8 and Hard has 16. Among all the cards, only two can be matched correctly. The other cards are random. • The users must choose the 2 cards that match to score.	The course must have at least 20 flashcards.	Enabled within each course in Tenant Dashboard. Configurable by Tenant Admins from Tenant Dashboard. To toggle setting on/off, follow instructions found here.

BenchPrep

Card Coupler Game

Objective: Match 8 pairs of cards (16 cards total).

Points: Points are earned based on speed of answering and number of attempts. For each time a user peeks, he will lose points in his final score.

Settings: A user cannot set the difficulty for this game.

Learner Experience	Requirements	How To Configure
• Users may access the game "Card Coupler" in the Game Center. • This is a simple memory game where learners must find and match flashcards' front and back sides from a slate of face-down cards. • At the start of the game, a user sees side 1 and side 2 of each flashcard. After he clicks play, the cards turn over and shuffle amongst themselves. • The user must remember side 1 and side 2 of each flashcard as well as their locations on the board. If he successfully pairs 2 cards, the cards will disappear from the board. • If he fails to pair 2 cards, both cards will turn back over, face-down. The game	The course must have at least 20 flashcards.	Enabled within each course in Tenant Dashboard. Configurable by Tenant Admins from Tenant Dashboard. To toggle setting on/off, follow instructions found here.

is over when all eight pairs are matched. ● A user can take a peek at the cards by clicking on the "Peek" link, which will turn over and show all cards for 10 seconds.		

Card Sweeper Game

Objective: Match all the cards on the board.

Points: Points are earned based on speed of answering and number of attempts.

Settings: A user cannot set the difficulty level of this game.

Card Sweeper

Your highest score: 0
Your rank: Not yet determined

Start playing

Leaderboard
Top 1:
Top 2:
Top 3:

Learner Experience	Requirements	How To Configure
● Users may access the game "Card Sweeper" in the Game Center. ● At the start of the game, the board appears with 16 cards, 8 of which are blank. Among the other 8 is 1 successful match. ● If a user pairs side 1 and side 2 correctly, those cards will disappear, 1 side will be added, and the remaining cards will shuffle. Of those 7 cards (6 existing, 1 new), there is a new successful match. ● If you pair the new match,	The course must have at least 20 flashcards.	Enabled within each course in Tenant Dashboard. Configurable by Tenant Admins from Tenant Dashboard. To toggle setting on/off, follow instructions found here.

this process will repeat. Once you match all the cards successfully, there will be no cards left to match and you will win!

- When you pair a set incorrectly, the game will add two cards and re-shuffle. If you start with 8 and match incorrectly, 10 cards will appear in a new order (8 existing, 2 new). At this point, there are two successful matches on the board but the learner will only be expected to match one correctly.

- If you continue to match cards incorrectly, the board will fill up, at which point the game ends and you will lose.