



Algebra Game Project

Battleship is a popular game that uses coordinates to find hidden ships. Two people play against each other. On a coordinate system $(-10, 10)$ by $(-10, -10)$ each person draws a battle ship and two destroyers but does not show them to the opponent. The battleship goes through four points: vertical, horizontal, or diagonal (slope of 1 or -1). Each destroyer uses three dots. Players take turns guessing the locations of the other's ships.

Your project is to invent a similar game. The game should involve searching for defined objects on the coordinate system. You may work individually or with a partner to develop the game.

The criteria for the game and what you will be graded on is as follows:

Title - Catchy; gives a sense of what the game is.

Materials - Listed briefly and completely after title

Players - Number or type listed after "Materials"

Object of Game - Explains how to win; shows creativity; clear, concise (one or two sentences); listed after "Players"

How to Play - One or more paragraphs describing the rules and procedures of game.

They must be clear, concise, and in sequential order. Use transition words (like "First" and "Then").

Other Information - Paragraph explaining strategies, scoring or

How It Looks - Neat presentation with margins, no errors in punctuation, spelling, or word usage.

The Use of Mathematics - Uses correct mathematics. The mathematics used in the game must apply to the concepts being taught in Algebra.

Besides the paper describing the game you will also need an EXAMPLE of the gameboard you use and any play pieces that you use so that it can be played during class.

EXAMPLE:

MIC - MATH - MOE

Materials: Gameboard like tic-tac-toe
Small flashcards with a number

Players: Two

Object of Game: The winning player must multiply the three numbers in a row (his own) correctly first.

Paragraph describing how to play the game:

Paragraph giving other information:

