

Math Classroom Challenge 1.12 - manual Math Panels

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Barcelona based Titan Deep Space Company today introduces Math Classroom Challenge 1.12

(MCC), an important update to its children's educational game for iOS devices. Designed especially for children aged five to twelve, MCC is an educational and interactive game that generates random math exercises in an safe 3D environment. Version 1.12 adds some new features, the most important being the manual generation of random math dynamic panels.

Barcelona, Spain - Titan Deep Space Company today is pleased to inform that Math Classroom Challenge (MCC) has been updated to version 1.12. MCC, the kids version of Math Combat Challenge, is now available for iPhone and iPad, and iPod touch. Developed with Metal API, MCC is an educational and interactive game that generates random math exercises in an safe 3D environment for children.

New features:

This new version has some new elements, including the possibility of generating random dynamic panels manually. Specifically:

New button: at the right center of the screen there is a new button. With this button you can generate random math dynamic panels manually. Just touch the button and a random problem will appear. Throw water to the right solution with your water hose. If you don't push the button, random math problems will generate as usual.

One dynamic math panel. To avoid confusion, there will be only one active dynamic panel. Next version will include an option to generate more than one panel at once, but for kids we think it's better going one math problem by one.

Removed option for graphic quality. This option is intended for the Windows/Mac version already available, and not the mobile version, and could arise some performance problems.

More realistic water. We have added more force to water, and now when you stop the hose water, the rest of the water falls like in the real world. In fact, you can teach kids some basic concepts about physics and gravity while moving the hose water and watching how this affects the water particles.

* Modified the colors of the numbers in the dynamic panels so that they can be seen better in the 3D environment

* Solved an error that sometimes could cause avoiding finishing the game when maximum errors reached

* Some minor enhancements and tweaks

Remember you can dynamically configure the view movement in the config panel, if it is too slow or fast for you.

Thank you for your feedback, and have a nice Math Day!:

About Math Classroom Challenge:

Achieving an interest in mathematics that reaches all ages is a primary goal for us. To that end, the company has developed a version of Math Combat Challenge specially designed for the little ones: Math Classroom Challenge for kids. This version has no enemies, and no weapons. Instead, the player throws water with a water hose to the numbers, solving the static and dynamic random panels, from sums to equations.

Math for the little ones:

Math Classroom Challenge is designed especially at children aged five to twelve, although the game can of course be configured to be a challenge at any age. We intend to create several modules with different possibilities and mathematical challenges, and this first module is specially inspired by Christmas.

With the help of Benny the puppy, the youngest will be able to learn mathematics, playing with the help of a tutor, or they will learn mathematics by themselves from a certain age. The game allows you to set the type of operations to solve, and the maximum number of errors, or an unlimited number of errors. You can also set the maximum time, up to a maximum of fifteen minutes. The entire environment is designed, both visually and in sound and music, to be accessible for all ages, even the youngest.

Learn the numbers while playing:

The game can also be used for children to learn to recognize the numbers that fly around the stage, without even having to solve the exercises if they don't want to. The enemies of the original game have been eliminated, and the weapons have been replaced by a water hose, with which the player will throw water at the numbers to solve the static panels, or else to the correct solution in the dynamic panels. But the most important thing is to introduce young people to the world of mathematics in a fun and entertaining way.

"The Math Classroom Challenge is available for iOS (iPhone/iPad), and we are considering publishing it for Windows and Mac if players are interested," explained Ignacio Campomanes, developer at Titan Deep Space Company. "We started with mobile devices because these kinds of games can then take you everywhere, and enjoy mathematics anywhere. This environment is already included as a free scenario in Math Combat Challenge for Windows and Mac, so if you own that game, you have Math Classroom Challenge for these operating systems. Mathematics for everyone, and also for the little ones."

Device Requirements:

- * iPhone 5s or later and iPod touch (6th generation)
- * iPad Pro (2nd generation) or later
- * Requires iOS 9.0 or later
- * 936 MB

Pricing and Availability:

Math Classroom Challenge 1.12 is only \$0.99 USD (with no additional purchases or on-screen advertising) and available worldwide exclusively through the App Store in the Games category. For more information, please contact Ignacio Campomanes.

Titan Deep Space Company:

<https://titandscompany.com>

Math Classroom Challenge 1.12:

<https://itunes.apple.com/app/math-classroom-challenge/id1321489148>

YouTube Video (Tutorial):

<https://www.youtube.com/watch?v=mevOzmFZtok>

Promotional Image (New Manual Panel Button):

<https://titandscompany.files.wordpress.com/2017/12/guiakids.jpg?w=700>

Screenshot 1:

https://titandscompany.files.wordpress.com/2017/12/img_0336.jpg

prMac: Publish Once, Broadcast the World :: <http://prmac.com>

Screenshot 2:

https://titandscompany.files.wordpress.com/2017/12/img_0314.jpg

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Link To Article: <https://prmac.com/release-id-82316.htm>
