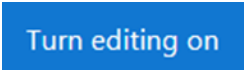# Adding a Cryptex Game

Step-by-Step Instructions for Adding a Cryptex Game

1. On your course, click the **Turn editing on** button.

2. In the topic where the link to the **Forum** should appear, click the **Add an activity or resource** link.
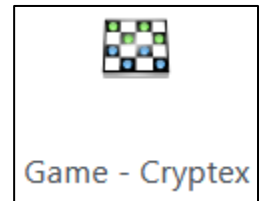
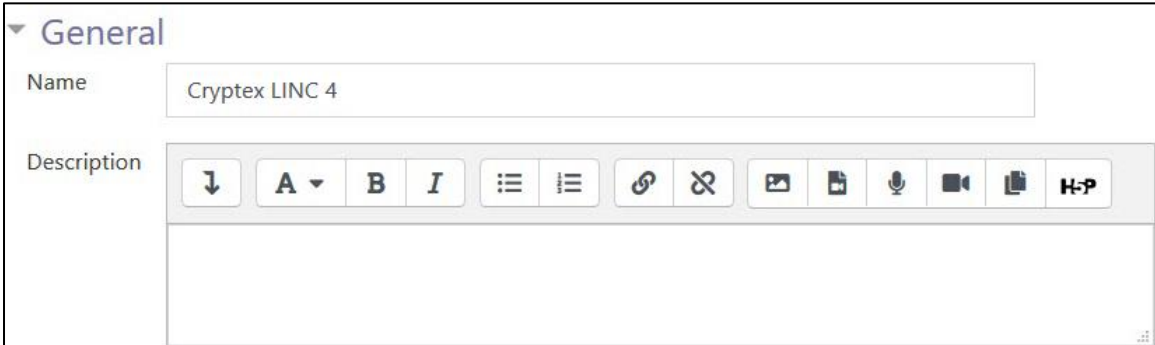3. The **Add an activity or resource** pop up appears.

4. Select **Game – Cryptex** in the **Activities** tab.
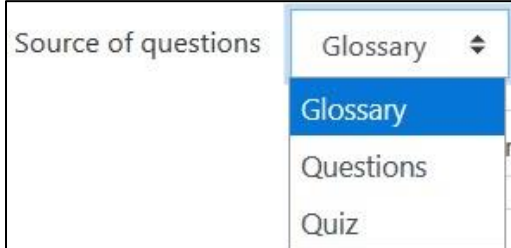
   The **Adding a new Game** page appears.

   Settings in the General section are used to set the general information about the activity.
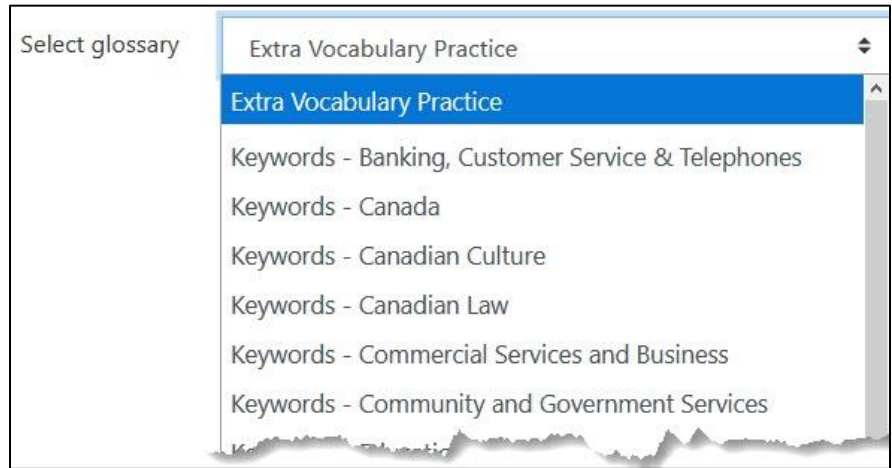
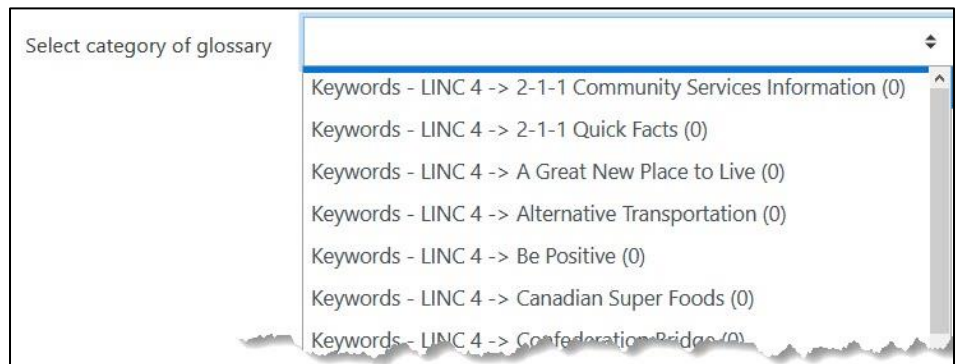5. Type a descriptive name in the **Name** text box.

6. The **Source of questions** drop-down menu is used to select the source of the questions, from **Glossary** (the default), **Questions** or **Quiz**.

7. The **Select glossary** setting is used to identify the glossary in a course. This selection must be the glossary from which the category in the next step is selected. If it is not, an error will result and the activity will not display until it is corrected.

8. The **Select category of glossary** drop-down menu is used to select the **Category**, e.g. an activity or theme/unit, from which the desired glossary items are to be taken.

9. The **Select question category** setting is greyed out if **Glossary** or **Quiz** is selected in the **Source of questions** drop-down menu. If **Questions** is selected, the drop-down menu choices are displayed.

10. The categories in the course **Question bank** will appear in this drop-down list.

11. The **Include subcategories** setting defines whether subcategories are to be included.

12. The **Select quiz** setting can be used only if **Quiz** has been selected in the **Select question category** setting. The **Quiz** activities in the course will appear in this drop-down list.

13. The **Maximum number of attempts** text box is used to set the maximum number of times a student is allowed to try the game. Zero sets the maximum number of attempts to unlimited.

14. The **Disable summarize** drop-down disables or shows the learner game summary performance.

15. The **Show high score (number of students)** entry, which is a number, allows the course to display a top score list for the **Cryptex** game.

    Settings in the **Grades** section are used to set the maximum grade achievable, the grading method, and the desired opening and closing dates of the game.

16. The **Maximum grade** text box is used to set the highest grade achievable in the game.
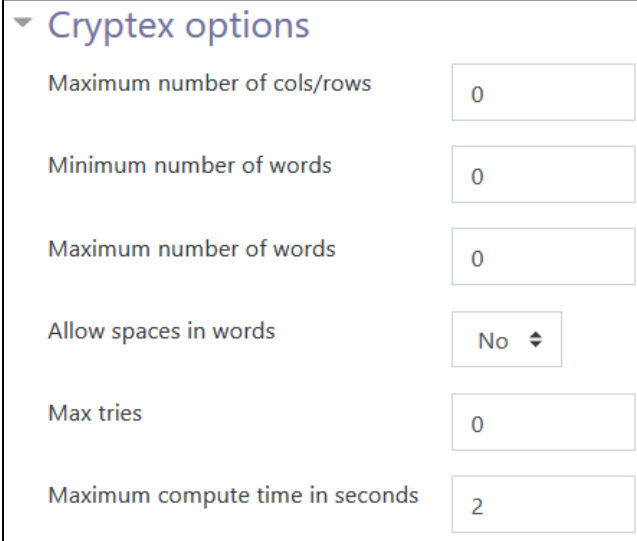

17. The **Grading method** drop-down menu is used to set the grading method. The choices are **Highest grade** (the default), **Average grade**, **First attempt** and **Last attempt**.

18. The **Open the game** and **Close the game** settings are used to set when the game is available to students.

    Note: Students can start their attempt(s) only after the open time and must complete their attempt(s) before the close time.

    Settings in the **Cryptex options** section are used to set up information about the game.

19. The **Maximum number of cols/rows** text box is used to set the number of columns and rows in the **Cryptex** game.

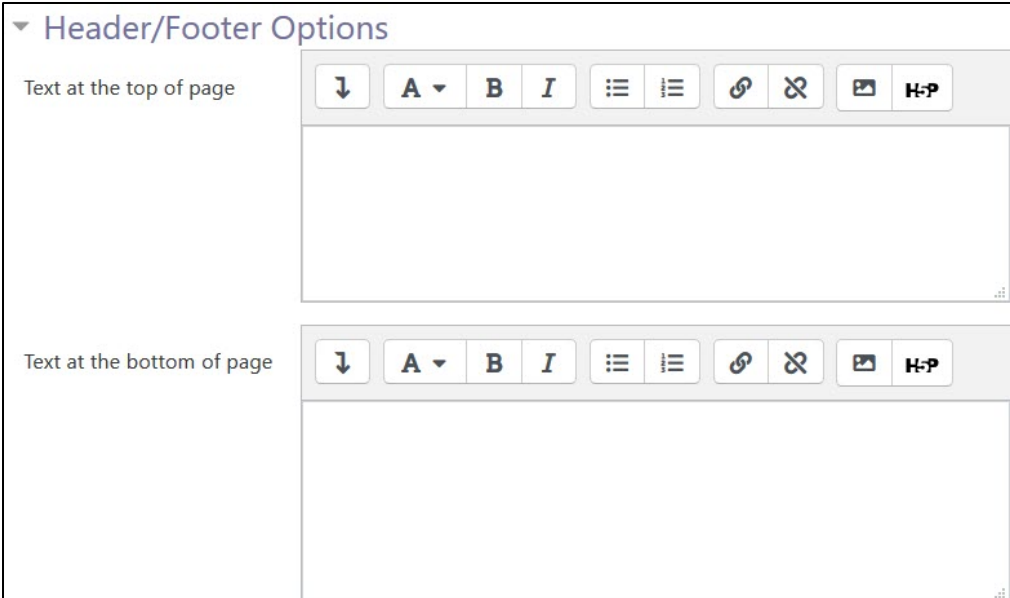20. The **Minimum number of words** and **Maximum number of words** text boxes are used to set the minimum and maximum numbers of words in the **Cryptex** game.

21. The **Allow spaces in words** drop-down menu is used to specify whether spaces are allowed in the words used in the **Cryptex** game.

22. The **Max tries** setting is used to indicate the maximum number of times a student can play the game.

Settings in the **Header/Footer Options** section are used to set header and footer text.

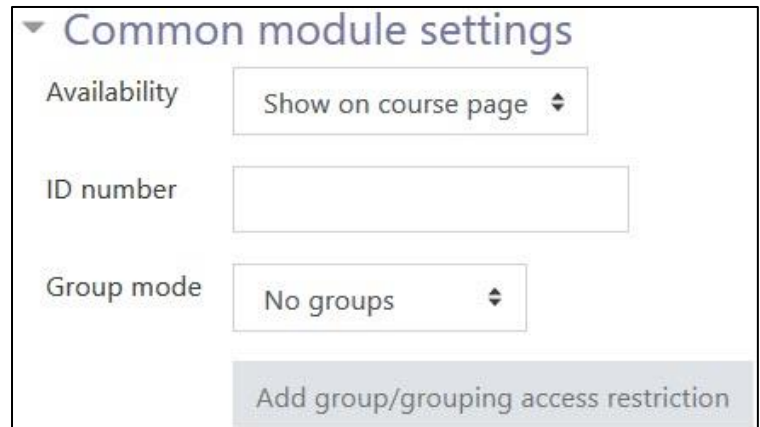23. The **Text at the top of page** and **Text at the bottom of page** text boxes are used to insert text that will appear as a header and footer for each page in the game. The text may be formatted and images and other media added if wished. The text editor is the same editor found in other Moodle tools.

Settings in the **Common module** section are common to many Moodle activities and resources.
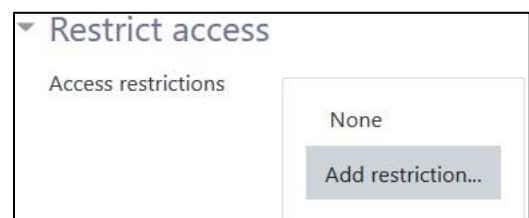

24. The **Availability** setting is used to **Show/Hide** the activity. This is identical to using the **Show/Hide** icons when the **Turn editing on** function is enabled on a course home page.

25. The **ID Number** setting sets an ID number for advanced use of the grade book. (This is not used in the LINC courseware.)

26. The **Group mode** setting enables the use of groups. (More information is available in the **Groups** documentation in the Stage 3 **Course Management** section.)

27. The **Grouping** option enables the use of groupings (a collection of groups).

Settings in the **Restrict access** section can be used to limit access to the activity. (More information is available in the **Setting up and Using Restrict Access Settings** section of the Stage 3 **Course Management** section.)
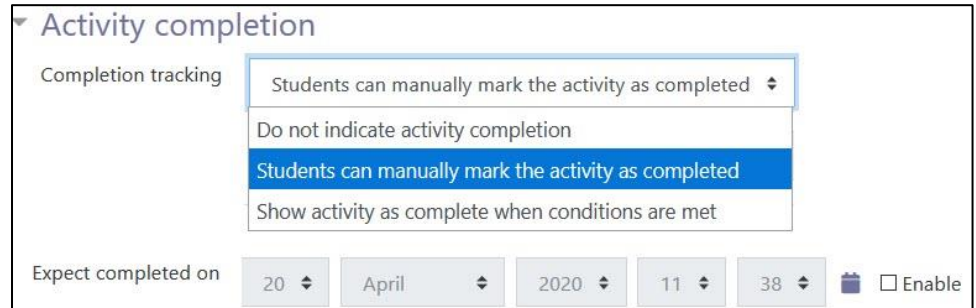

28. Click on the **Add restriction...** button to display the **Add restriction** pop up.

Add restriction...

Activity completion	Require students to complete (or not complete) another activity.
Date	Prevent access until (or from) a specified date and time.
Grade	Require students to achieve a specified grade.
Group	Allow only students who belong to a specified group, or all groups.
Grouping	Allow only students who belong to a group within a specified grouping.
Mobile app	Require students to access (or not access) using the Mobile app.
Password	Require students to enter a password.
User profile	Control access based on fields within the student's profile.
Restriction set	Add a set of nested restrictions to apply complex logic.

Cancel

29. Settings in the **Activity completion** section are used to set completion tracking, grading options and the expected completion date. (More information is available in the **Completion Tracking** documentation in the Stage 3 **Course Management** section.)
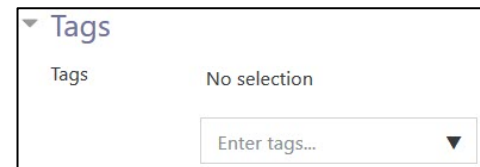

The **Tags** sections can be used to add keywords to the assignment.

30. Click on the **Save and display** button to save/update the activity or click the **Save and return to course** button.

31. The **Cryptex** activity link appears on the course main page.

Resources

[Moodle Documents: Cryptex Game](https://docs.moodle.org/39/en/Game_module#Cryptex)
<https://docs.moodle.org/39/en/Game_module#Cryptex>