

# A functionality prototype for the TwoA asset

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**Title**

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**Authors**

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**Abstract**

Developed within the RAGE project funded by EU within Horizon2020 program. This software demonstrates the TwoA's concepts of adaptation and assessment with a fully implemented turn-based tile matching game.

**Screen shots**

none

**Version & change log**

Version	Date	URI
1.0	08-Sep-2015	<a href="https://github.com/E-Nyamsuren/rage-wp3-t3.4-hat">https://github.com/E-Nyamsuren/rage-wp3-t3.4-hat</a>

**Source code**

<https://github.com/E-Nyamsuren/rage-wp3-t3.4-hat>

**Source code license**

Apache License, Version 2.0

**Installing the project**

Download, unzip and run the executable. Requires Windows 7+ platforms.

**Dependencies**

none

**References**

Nyamsuren, E., van der Vegt, W., & Westera, W. (2017). Automated Adaptation and Assessment in Serious Games: a Portable Tool for Supporting Learning. In Proceedings of the Fifteenth International Conference on Advances in Computer Games 2017 (ACG2017).