

## Good practices

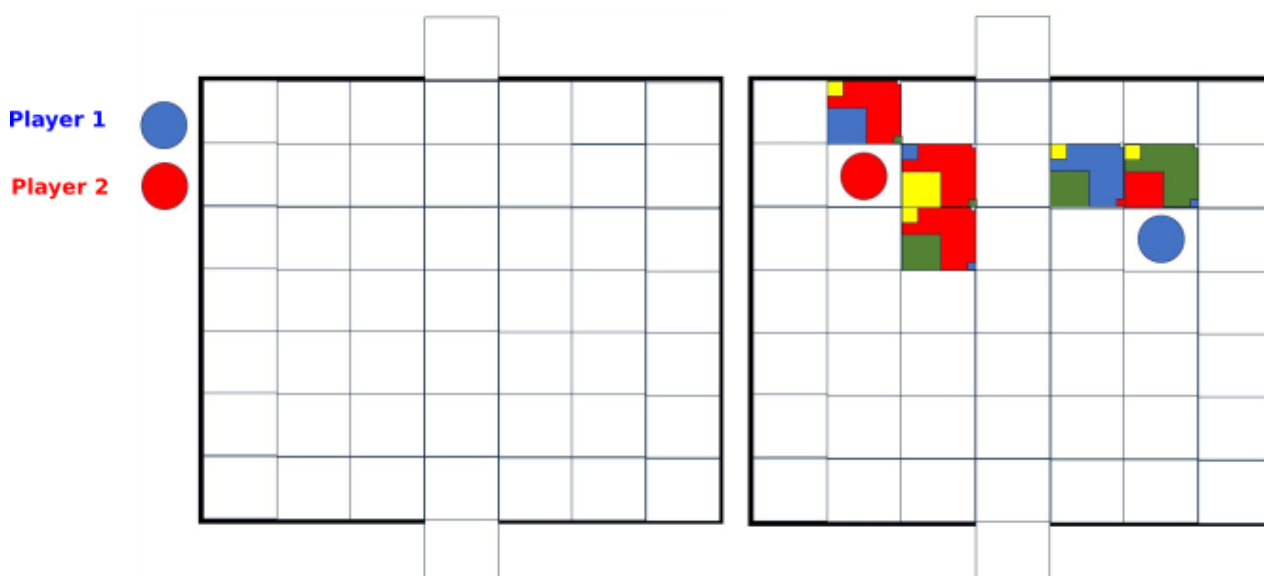
### LOGIC\_820CD\_EN

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Description of the problem / exercise: **Game 'Fence me off'**

Used elements: Squares

This is a two-player game. Players have their own circles with which they move around the field. In one move, a player can move his circle for one space and place a wall on an empty square that restricts the other player from moving that way. Whoever exits one of the two exits first wins.



- *Why this exercise is good: This game is good because it requires the participant to navigate the space and anticipate possible obstacles in advance.*
- *Which level is recommended: Secondary school and higher education*
- *School subject(s): Logical game*