

Math RPG

HP (Health Points): Maintain your character's Health by completing homework.

XP (Experience Points): Gain Experience by performing well in assessments, completing class learning tasks, and completing extra practice work.

Health Points

Begin the game with 30 HP.

Maintain your current HP by completing any assigned homework.

If homework was *assigned* but *not completed*, take 10 damage.

If all assigned homework was completed for an *entire week*, heal up to 15 damage.

If *extra practice work* was completed, heal up to 5 damage.

If your HP drops to 0, the teacher will contact home.

Experience Points

You begin the game with 0 XP (and at Level 1).

Gain XP by completing assessments, class tasks, and extra practice work.

Test or Assignment: Gain $(Level)(Mark)(100)$ XP.

Quiz or other Task: Gain $(Level)(10)$ XP.

Extra Practice Work: Gain $(Level)(20)$ XP.

Additional experience is earned at the teacher's discretion. For example, you might receive an experience bonus for completing 5 consecutive nights of homework, coming in for extra help, completing the Skills Summary Booklet, etc.

Levels

Here are the experience points required to gain levels.

Level	XP Required
1	0
2	100
3	300
4	600
5	1000
6	1500
7	2100
8	2800
9	3600
10	4500

Examples

A student begins a week with 25 HP and 125 XP at Level 2. They complete their homework 3 out of 4 days, write a quiz, do one extra practice task, and achieve 72% on an assignment.

$$\text{HP: } 25 - 10 + 5 = 20 \text{ HP}$$

$$\text{XP: } 125 + (2)(10) + (2)(20) + (2)(0.72)(100) = 329 \text{ XP}$$

This character levels up (passing 300 XP).