Game Design Challenge #5:
THE FINAL CHALLENGE

You made a game during the first week of this course. It probably wasn't very sophisticated. Since then, you've made games with a specific mechanic, games with a balance of chance and skill, and games with a very specific inspiration. Some of those games may have been successful, and others – not as much. We're approaching the end of the course. This is your opportunity to make a *good* game.

INSTRUCTIONS

- Create a board game, card game, or tile-laying game (that is, it must use a board, cards or tiles). Of course, you can add additional materials (like dice, pawns, or anything else you make.)
- You can choose the theme, as long as it is original.
- You cannot make a trivia game or any other game that requires a lot of background knowledge (like US History, or recipes).
- You cannot use a "roll-and-move" mechanic. That means you can't throw dice or use a spinner and then move. This mechanic is overused, and your players must be able to choose where they move.

BONUS CHALLENGES (OPTIONAL)

If you want an additional challenge, you can follow one of these constraints:

- Make a two-player head-to-head game with *asymmetry*: the players start with unequal resources, positions, capabilities, and so on. The challenge is that each player has an advantage over the other, and they both have weaknesses as well. How can you create a balanced game that gives each player an equal opportunity to win?
- Create a game to teach any topic that is normally taught in high school. It is up to you whether to teach a narrow, specific fact or a broad concept. The challenge here, of course, is to start with a fun game and not have the focus on education get in the way of that.

EXCEPTIONS

- Some of you have expressed interest in creating digital games. This is acceptable, but the majority of your time must be spent working out the "game" aspects of your project, not the "technical" aspects. This means that if you don't already know what you're doing, I discourage you from going digital. I fear that you will spend too much time figuring out how to make your system work, and not enough time thinking about how to make a successful game.
- If you are making a digital game, you must still have a theme, a mechanic, and a balance of chance and skill.

DEADLINES
We have 8 more classes together, including the day the game is due. Here's the schedule:

Thursday, Nov 10:
Brainstorm concepts + begin prototyping. Optional Scratch workshop.

Monday, Nov 14:
Prototyping / playtesting

Thursday, Nov 17:
Prototyping / playtesting

Friday, Nov 18:
You must come to class with a playable prototype for feedback from your colleagues. MASTERY GRADE (6%)

Monday, Nov 21:
Second iteration / playtesting

Week of November 22-27 (Thanksgiving):
Prototype / playtest at home

Monday, Nov 28:
You must come to class with a standalone prototype that can be played WITHOUT your presence. Your rules/instructions must speak for themselves. MASTERY GRADE (6%)

Thursday, Dec 1:
Final iteration / playtesting

Friday, Dec 2:
Game is due at the beginning of class. MASTERY GRADE (30%)

DELIVERABLE + FINAL INSTRUCTIONS:

- ***In total, this project represents 42% of your grade.*** *That grade is based on your two in-class prototypes (see deadlines above) and final game.*
- ***On December 2, you will turn in your game materials (board and anything else you need to play the game), rules/instructions (guidelines attached), evidence of feedback, and a reflection form (I'll distribute this at the end of the course.***)
- ***The final game will be graded against the game design rubric we use in this class –*** attached.

A last note on improving your grade: You can make up Challenge #3 (12% of your grade) and Challenge #4 (16% of your grade) if you choose. I strongly recommend that you focus your time on your final game. The challenges can be found at http://www.roomfourzerotwo.com >> game design.