GAME DESIGN CHALLENGE #4
>> the restaurant <<

As you write your rules, please include:

An introduction to the game
Include a summary of the game, number of players, length and objective.

Components
Describe what the players are getting out of the "box," and what each part is for.

Setup/Starting the game
How to distribute pieces and parts, and how to get going.

Sequence of play
Describe what happens each turn. This may include several sections that describe what the player can do as they move through a turn.

How the game ends / How to win
Describe this in detail.

Credits
Acknowledge yourself, your group members, and anyone who has given you feedback.

BONUS
If you need additional space to explain miscellaneous / random information, please include that as well – don't be afraid of adding another section if necessary.

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A checklist, with due dates

Game Design concept approved by Jenkins (Fri 10/28) _____

Read "Writing Game Rules" in class (Fri 10/28) _____

> Write game rules using guidelines attached - **homework** (by Mon 10/31) _____

Complete first prototype in class (Mon 10/31) _____

> Playtest prototype **for homework**, get feedback (by Thurs 11/3) _____

Iterate (improve on game) in class (11/3) _____

Final game due with instructions, final prototype + feedback (11/4) ____

> indicates "homework"