

Assignments For Week 05 (09/25)

[Individual] Dynamic Elements Analysis

1. Choose a board game you like, preferably one you own or have access to.
2. Make a list of all the objects in the game and their properties.
3. Then add a description of the behaviors for each object. Consider different game states.
4. Describe the relationships between objects, either textually or through a diagram. If the game you have chosen is very complex, choose only a handful of the core objects to describe relationships for.

Due Date: 09/25/14

% of Overall Grade: 5%

Total Points Available: 5

Difficulty: Medium

Grading Criteria:

- Most or all of the game's objects are included in the list. (2 pts)
- Descriptions of behaviors includes varying game states. (1 pt)
- Relationships between core objects in the game are clearly presented. (1pt)

[Group] Start Physical Prototype

The Physical Prototype due date will be Week 07 (10/09), and will count for your Midterm grade (25% of your grade for the semester). In order to get to that point, we will spend the next few weeks developing and iterating on this prototype.

For next week (09/25), start by thinking about the following:

- Materials
 - Make a list of the materials you will need and begin assembling them.
- Rules
 - Look at some existing [board game rule sheets](#), and draft a version of your game's rule sheet.
- Core Gameplay
 - Diagram the core gameplay of your game. Think in terms of systems, player actions, and the resources, obstacles, and goals. This can be done with pencil and paper or electronically (Google Draw is a quick tool for diagram mock-ups).
 - Remember, your game's core mechanic is the player action (or set of actions) that is repeated most frequently while trying to reach the goal. It probably will not change much throughout the game.
 - For reference, see Figure 7.10 in [Game Design Workshop](#) (pg. 188)

This assignment will not be graded, but should be completed by next week's class (09/25). Having a solid understanding of your core gameplay is the foundation for the prototyping work we will be doing from here on.

Reading Assignments for Week 05:

- [Game Design Workshop](#) – Chapter 7: Prototyping (pgs. 175 – 212)