

Assignments For Week 06 (10/02)

[Reading] [Game Design Workshop](#) - Chapter 9: Playtesting (pgs. 248 - 275)

[Group] Playable Prototype (Draft of Physical Prototype)

During class, we will playtest each other's games! Treat this as a trial run of the midterm, an opportunity to get player feedback and to work on your game. At this point, your game does not need to be polished, or even balanced - the key is that it is playable - that there is a clear objective, procedures are defined, and there are basic rules in place.

Prepare and bring with you to class:

- A simple rulesheet
 - Prioritize rules (necessary to play the game) over features (could remove without breaking the game)
- The materials needed to play
 - These do not need to be anything fancy, as long as they do the job.

Remember, the Physical Prototype due date is Week 07 (10/09), and will count for your Midterm grade (25% of your grade for the semester). This week's exercise is ungraded and is intended to help you prepare for the midterm.
