

Paper Game 1

Due 1/23 at the beginning of class

You are to create a “race to end” board game that satisfies the following constraints:

1. Players: 2
2. The game must use 2 of the following resources types: { lives, units, health, power-ups, time (actual time or turn-based time) }. Your game must make the state clear, i.e. if we have health/lives or additional abilities based on power-up, how can you easily see the current state?
3. The game must include choice making and have some amount of luck.
4. Theme: Forest Fires

One Possible Approach:

- Make a game of 100 places with a die.
- Add in a resource. Replace or augment the die with rules that involve or effect the resource. How does your resource relate to the theme?
- What is the conflict? How is it effected by, or created by, the resource?
- Add in decision making points. How are the decisions impacted by your resource? How does your decision relate to the resource?
- Add in a second resource. Same questions as above.
- Playtest after each modification.
- Balance your game: playtest and change (impact on health/live, impact of power-ups) to increasingly engage the players if possible.

You must have your game playtested by at least 2 other people (they may be from the class) before you turn in your game. You need to ask your playtesters:

- What was not clear from the rules
- What did they like about the game
- What did they NOT like about the game
- What changes would they suggest to make it more fun

Your final game should:

- Include concise/precise rules, TYPED
- Include everything needed to play (board, tokens, cards, etc)
- Have reasonable finish: everything should be legible and the connection to the theme should be reflected somehow in the look-and-feel of the game.
- Be playable within 10-15 minutes.

To hand in at beginning of class:

- Rules & Game Board (people will playtest it during class)
- Answers to playtesting questions including names of playtesters
- A description of any changes you made as a result of play-testing