



To invent, you need a good imagination and a pile of junk.  
 –Thomas Edison

## Game Design Project #2: Toolbox or the Mines of Memory

Submit Link to Google Spreadsheet by 1pm Tuesday, January 31  
 (game jammers get extension: 1pm Thursday, Feb 2)

The goal of this assignment is to dig up the game design treasures in your own mind, dust them off, and have them ready to use when you need them.

Using a google spreadsheet, list at least 100 games that you have played sometime in your life. These games may be of any type: board games, computer games, playground games, etc. Along with each game you list, **state clearly something important that you remember about the game, or a situation that arose when playing it, that you think might come in handy sometime later in your game design career.** For each of these, you should be relating the *experience* (skin) of playing to the *structure* (skeleton) of the game. Also list the year that you first played the game, and how old you were.

Restriction: You must list at least three games from each year of your life since you were five years old. For example, if you were born in 1994, you must list at least three games first played in 1999, three from 2000, et cetera, up to the present year. If you are old enough that this restriction would cause you to put down over 100 games, the restriction will be relaxed, but do try to favor games earlier in your life rather than later.

Please arrange the games in your list so that they appear approximately chronologically. If you aren't exactly sure what year you played a game, don't panic – just make your best guess. However, you might find it good exercise to figure out the year, even if you aren't sure about it at first. Please name your spreadsheet as follows:

<Lastname>-<Firstname>-Mines.

If you have played role-playing games, you may list individual adventures as separate entries.

Feel free to list games that you have designed, as well as ones you have played, but not designed. You will be graded partly on the quantity of games you list, but mostly on the depth of your entries.

80% of your grade will come from the depth of your thoughtful commentary.  
 20% will come from the number of entries you provide.

Some sample entries:

#	Game	Year	Age	Details
1.	Store (make believe)	1975	5	In kindergarten, everyone was very excited about playing store. There was something about being the shopkeeper and standing at that little counter taking money and giving things out that felt so grown-up and powerful.
2.	Bonkers (boardgame)	1977	7	This game, which featured little cards that let you change the meaning of each space on the board was a lot of wacky fun, since the board could be different every time, and gradually all the spaces were connected in long routing chains. On the other hand, the long chains would become tiresome, and the game rarely featured any surprises.
3.	Galaxian (arcade)	1979	9	This was the first game with multi-colored sprites that I ever saw. The sight was breathtaking. This game was like a doorway that took games from the old world of pong, breakout, and space invaders into a whole new dimension of visual richness.
4.	Tomb of Horrors (AD&D)	1983	13	This was the most memorable role-playing adventure I ever experienced. Partly the illustrations for the players, partly the carefully constructed sequence of puzzles, but mainly the simplicity of it, made the players feel like they were really there – like it was really happening, and it really mattered.
5.	Roller Coaster Tycoon (PC)	2000	30	I didn't expect much from this game, since I don't care much about roller coasters – But running and managing a theme park, and trying to keep all the guests happy completely captured my imagination! Many hours disappeared without my noticing – I stayed up almost all night! But just as suddenly, I stopped playing it. The novelty of managing the park wore off, and the chores of arranging attractions and designing paths became tiresome. If the goals had advanced in a more gradual manner, I might have stuck with it.