

Project #3: DICE CANYON



Assigned: Tuesday, January 31
First Deadline: Tuesday, February 7
Final Deadline: Tuesday, February 14

The goal of this project is for you to design and develop a game featuring the use of one or more dice. The game may have other components, but the dice should be center stage.

You should evaluate your game based on how long it holds the players' attention.

Things to consider: Should your game have a theme? Who is your audience? Is your game understandable? Is it fun? Why is it fun?

You will be assigned to a playtest group. You should meet with your group **at least** once per week so you can help each other test and give feedback.

First deadline: By Tuesday, February 7, you should have a working prototype that has been through **at least three** iterations of testing and revision. Bring it to class. Games that need help will be discussed in class, with an eye toward improving them. At your last group meeting before class, everyone should rate (anonymously, if you like) each of the games in the playtest group from 1 to 5. 1 = Needs a lot of help, 5 = Perfect game, needs no changes. Average the scores for your game, and bring this number with you to class on Tuesday. It will be a concrete way for you to know how much help your game needs.

Second deadline: By Tuesday, February 14, you should have put your game through **at least five more** iterations of testing and revisions. Meet with your group at least once this week, to show your game, and to test their games. You will hand in:

- 1) In class: A finished game prototype. Use box, Ziploc bag, or other secure container to contain what you hand in. Make sure that all elements are within a single container and that your name is clearly visible from the outside. Include a "contains" list, enumerating all the elements (4 tokens, 22 cards, etc.) enclosed within.
- 2) Via email: A single document that has subsections including:
 - a) Notes from your brainstorming, or whatever process you used to get to your initial idea.
 - b) The initial set of rules.
 - c) Written analysis of each of the playtests you conducted (note dates and times, and who played – even if it is just you), and the revisions you made.
 - d) A final set of rules.
 - e) An estimate of what this game would sell for in retail, if it were mass produced. Explain what you base this on.
 - f) Anything else you feel is relevant (for example, a probability analysis)

Grading: Our general rubric for grading will be as follows:

Originality: 15%

Fun/Engaging: 30%

Playtesting: 20%

Analysis: 20%

Clear Rules: 5%

Game Presentation: 5%

Writeup Presentation: 5%

Frequently Asked Questions

Q: Where can I get dice in a hurry?

A: Phantom of the Attic, 406 South Craig Street, and Games Unlimited, 2115 Murray Avenue are good places to buy dice. Tell 'em Professor Schell sent you!

Q: Can other people playtest my game, or just my playtest group?

A: The more people who playtest, the better – especially if your playtest group isn't the target audience for your game.

Q: What if my playtest group doesn't like my game? Do I have to change it?

A: That's all up to you. The group is just there to help.

Q: Do I have to make it look nice?

A: That's up to you – The most important thing is to make it fun. Sometimes, though, a nice looking game is more fun than a rough version.