

FRONTIER OF DOM

For this project, you will design, develop, and playtest a game of the style and type of **your choosing**. It can be a board game, card game, athletic game, word game, computer game (if you are fast and/or insane), or any other kind of game you can imagine. It can be based on a theme, or be completely abstract. The only requirement is that your game be **excellent**.

You may choose to work on this project solo, or in design teams of two or three. We will not form the teams this time – that is up to you. The depth and quality of the game should reflect the number of designers that worked on it.

The idea is for you to spend about half the time developing a testable prototype of your game, and half playtesting and improving your game. Of course, if you can get a playable prototype sooner, all the better. Finding the playtesters is up to you. Try to choose playtesters that would impress a potential publisher – that is: ones that are appropriate to your game's intended audience.

There are two important due dates on this project:

- 1) **Thursday, March 30**, 1:00pm. On this day, I expect you to have a **complete working prototype**. This means that all planned features are included and functional. From this point forward, you should only be engaged in tuning and polish of your completely playable game. If you have created a computer game, email us a working copy, or a link to a working copy. If you have created a non-computer game, email us a full set of rules, and a digital snapshot of the game components.
- 2) **Tuesday, April 11**, 1:00pm. This is when you hand in the completed game, and playtesting analyses. If it is a computer game, email a working copy, or link to a working copy. If it is not a computer game, bring in a finished prototype. You also should hand in printed or digital copies of:
 - a. Initial rulesheet (if appropriate)
 - b. Final rulesheet (if appropriate)
 - c. A one page marketing sheet that would encourage a publisher to consider your game. Do a good job. This will be part of your grade.
 - d. Written results of your playtests. What went right, what went wrong, what you decided to change and why. Don't forget to list times, dates, and participants. At a minimum, you should have analyses of **at least ten playtest sessions**. More would be better.

Grading Guidelines:

Working prototype on time:	10%
Originality:	10%
Fun/Engaging:	25%
Playtest Analyses:	25%
Game Presentation:	10%
Analysis Presentation:	10%
Marketing Sheet:	10%

Good luck – but be careful – it's easy to get lost.