CMS.608 / CMS.864 Game Design
Spring 2008

First Team Project: Adapt a Non-Board Game

In teams of 3 or 4, design a board game that's an adaptation of a non-board game, e.g. sports, game shows, videogames, card games, or playground games. Your game may require between two to four players. If it can accommodate a variable number of players, state any rule changes necessary for different-sized groups. You may use up to five six-sided dice. You may require the players to provide up to six different colors of generic, identically-shaped tokens in any quantity. (We will test your game by having six different colors of beads on hand.) If your game requires play money, recommend the quantity of denominations of the currency for an ideal number of players. Your submission should include your game rules, token/dice requirements, game board, and any custom cards submitted in hardcopy and PDF format. Due in Lec #25.

Your submission should also include a paper between 1500 and 3000 words. Applying the topics and methods that we have discussed in class, playtest the game extensively and document any changes that you made to the game. Analyze the game and address your playtest process—what problems you came across and how you tried to solve them; what the outcomes of your playtesting were; how changes in the rules generated different dynamics and if these created a different experience.

Remember! Make references to relevant class readings and use the terminology and techniques introduced in class.

In your paper, do not forget to include the different versions of your game rules, the outcomes of your testing, and any amendments you made. Diagrams are required.