Change the Rules

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GAM 224
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Outline

- Administrativa
- In-class exercise
Admin

- Analysis project
  - Selected game due Wednesday
- Due Monday
  - Homework #1
Dots and Boxes
Task

- Changes the rules
  - Include randomness
    - Each move must have a random element
  - Allow change of shape
    - It must be possible to add and/or remove dots
- Issues
  - Game should not last forever
  - Should work with any size grid
Design iteration

- Come up with rule set
- Play game
- Identify problems
- Revise rules
- Play game
- Identify problems
- Play game
- Etc.
Presentation

- When we have 30 minutes left
  - we’ll stop designing / testing
  - each group will present its rules
- Peer evaluation
  - back of handout
- Turn in
  - short rule description
  - names of everyone in group
Design!
Homework #1

- Write up your rules
- Give them to two friends
- Let them play
  - don’t interpret for them
- One- to two-page playtest report
  - what happened and why
- Due next Monday
Wednesday

- Reading
  - Ch. 11-14
  - Rules and Emergence