Description: Your first project is to create your own game. The game will be non-digital and could be played with or without physical objects. The game should be able to be played in the duration of 5-20 minutes. Limit the scope of the complexity of the game so that it can be played in this time frame. For example, the game could be a physical game (like tag) or a tabletop game (like cranium) or a card game (like monopoly deal).

Part 1 - Idea Due Feb 4. 2019(20 points) Come up with 2 or 3 ideas of what your game might be. You should have a paragraph description of how the game will work, the core mechanics, and most of the formal elements defined. Be prepared to share with the class your ideas. A group or class consensus will determine which idea you move forward with.

Part 2 - Internal Playtest Due Feb 6. 2019(20 points) Formalize your game in more detail between Part 1 and Part 2. Come prepared for class knowing the high level nuts and bolts of how the game works and the procedure of how to play the game. Identify what materials you will need and bring them in to class. You will play your game with your group mates and see what works and what does not work.

Part 3- External Playtest Due Feb 11-13. 2019(20 points) Refine and iterate on your game in preparation for other students in the class to play your game. Be sure to have all procedures and rules written out as you will not be able to communicate directly with your playtesters unless they are making an egregious error. Refine and iterate. Find the fun!

Part 4 - Final Game Due Feb 18. 2019(40 points) Hand in all materials necessary to play the game, as well as the game instructions and procedures.

Group Assignments Groups have been chosen at random.
Group 1 - Joe Aitken, Greg Ajello, Josh Brucker, Michael Chen, Tom Defant
Group 2 - Zach Durbin, Sharoon Francis, Vanessa Fulton, James Galasso, Dan Giangola
Group 3 - Mitchell Hause, Henry Irwin, Kevin Kan, Solomon Kim
Group 4 - Jacob Kulanko, Angela Kwon, Nils Lofgren, Connor Loughanane, Matthew Massina
Group 5 - Zach Mateja, John Munshower, Collin Naar, Daniel Park, John Rechichi
Group 6 - Dante Schank, Matthew Triner, Nelson Vargas, Christopher deWolf

Deliverables: Submit in class or on Blackboard.

Grading Rubric Part 1-3 : members present, prepared, and participating in game development
activities: full credit
final game deliverables: Scored on a scale from 1-10 in categories, Originality, Creativity, Fun, Time limit adherence, Clarity of instructions, Design, Balance, and Completeness.