

## Project 1: Non-Digital Prototyping (Team Size: 4) 15 pts

### **Key Dates & Deliverables:**

- ❖ Session 1: Team formation.
- ❖ Session 2: In-class testing (bring a testable version to class.)
- ❖ Session 3: Presentation of final version to instructors during class.
- ❖ Session 4:
  - Individual writeup due.
  - Group project changelog due.

*Concepts:* Basic game design practices; rapid iterative design techniques; group game design; Wizard of Oz prototyping practices; tracking design changes.

*Goal:* Create a non-digital game to serve as the prototype for a digital game, while tracking and understanding how your game design changes over time. (You will not be required to turn this prototype into a digital game.) The prototype has the following required constraints:

- Single player.
- A complete playthrough takes no more than 5 minutes.
- The game experience is different for each playthrough.
- Naive players will be provided one minute of spoken explanation or a half-sheet of instructions.

*Prototype Description:* Create a playable non-digital prototype for a potential video game. Your non-digital prototype must be an interactive single player game, with a typical complete playthrough in about 5 minutes. Since this is a prototype for a digital game, you may have a person who stands in for the 'Computer' to run the prototype, update the state of the game, and describe to the player the results of choices/actions. However, the Computer's turns are included in the 'five minute running time' of the overall game. Keep all interactions and computations as short and simple as possible!

Finished prototypes must include all necessary materials for running the prototype - boards, pieces, cards, and instructions. Instructions need to include setup, player rules/instructions, and instructions for the person running the prototype (the person who plays the part of the Computer.) Instructions should allow the prototype to be set up and run without any of the original team members present.

*Change Log Description:* To give the instructors some insight into your design process, we require the team to create & maintain a written changelog. At the end of each design session (whether in class or not), the team should create a short description of the key changes in their prototype's design this session, and add it to the changelog. The changelog is due Session 4;

the team need only submit one copy for the whole group. See sample changelog at the bottom of this assignment sheet.

**Testing Session:** Your team will run your game for other students; you should run your game at least 3 times. Each member of your team must also play at least two other prototypes from other teams. Revisions to your prototype may be made during the testing period.

**Presentation:** During the second half of class, there will be a schedule of private presentation by teams to the instructors. A signup sheet will be available; teams that don't sign up will be assigned leftover times. Instructors will play through the game and ask questions about the design process and design decisions made. Be prepared to explain design decisions and discuss your team's development process.

**Changelog:** One team member will submit the team's changelog before the start of class.

**Writeup:** Each student is also responsible for writing a *short (one page!)* individual postmortem, due by the start of class. Papers should be turned in online, in .pdf format. Postmortems should discuss the team's overall design goal and process and reflect on the overall result. Call out both good and bad choices made by the team and why those choices were made. Describe what worked well, what didn't work, and what changes the individual or team would make in the future to improve their overall process and deliverable.

SAMPLE CHANGELOG:

Date	Actions	Goals	Problems
12/10/13	Single player game about a druglord who wants to be a carrot farmer. Player starts with a drug lab, customers & cash.	Get rid of druglab. Keep customers happy. Don't get busted by Feds.	How does the player decide on actions? What are the constraints? What are the resources?
12/14/13	Can produce either 'good' drugs (keeps people addicted) or 'bad drugs.' (Percentage chance to kill off customers, but increases chance cops notice.)	Don't get busted by Feds. Retire rich & without customers.	Drug labs give a lot more than carrot farms, how do we incentivize the player to want farms? How do we get rid of customers?
12/16/13	Decide whether each building is a drug lab or farm. Adjusted buying & selling costs.	First player to reach \$100 and 0 drug labs wins. Don't get busted.	Game is too long if played safe. No danger of bust once you have no labs and a farm.
12/18/13	Percentage chance of being noticed by Feds. Bribery. Turns	First player to reach \$100 and 0	May need a tie-breaker rule.

	limited (max 10) by increasing chance of bust every turn.	drug labs wins. Don't get busted.	
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