

Dice Game



Part I Due in-class on **9/12**

Part II Due in-class on **9/24**

Final Due before class on **10/10**

The goal of this assignment is to create a game that features one or more dice. Your work will be judged on your documentation and how enjoyable a game you create, following these restrictions:

- The game must feature one or more dice.
- The game must not be pure luck.
- The game must not involve gambling real money. That is, the game should be fun and interesting itself, without relying on real money to add interest.

Sometimes having only a few restrictions can make it harder to design a game, so feel free to make up extra restrictions yourself, such as a particular theme or target audience. As you are playtesting, evaluate your game based on how long it holds the attention of the players.

I have dice available for your use as needed. Simply ask me.

Part I – Present Your Game Idea

For Part I, you will present your game idea. Address these points:

1. Describe the game you intend to design. Include details like:
 - o Number of players (min, max)
 - o Target audience
 - o Length of game
 - o Theme/Genre (<https://boardgamegeek.com/browse/boardgamecategory>)
 - o Mechanics (<https://boardgamegeek.com/browse/boardgamemechanic>)
 - o An inspirational picture
2. Basic rules description: how do you win, what do you do on your turn, etc.
3. Are there any games that already exist that are similar? How will your game be better?

You will present to the class your answers to the points above. Your presentation should be ~3 minutes. The class will give you feedback on your idea. Once you present your idea to the class, you are free to change it based on feedback and future playtesting. Add your slides to [this shared slide presentation](#).

To help with picking a good idea, try to generate many ideas or themes first, then pick the best one. If possible, create your game idea and playtest it before the presentation.

Part II – Playtesting

By this deadline, you must bring a working prototype of your game to class, including **written rules** and other parts that are needed to play. **We will playtest together in class.**

Remember when playtesting to record the following information for each playtest:

- Rules used
- Who played? How long did it take?
- What happened in the game? (final score, interesting moments, etc.)
- Feedback from the players. What confused them? What did they like?
- Rule changes made due to feedback and your observations.

See the [example project Ira presented](#) to get a sense of what good playtesting notes look like.

Final

Before the Final deadline, you will need to **playtest your game at least 8 times**. Playtesting in class counts toward that goal. Note that you should record the information listed in Part II for each playtest!

In class on the Final Deadline, hand in the **finished game prototype**. Use a box, Ziploc bag or other container to hold all the parts. Put all the elements in a single container and ensure that your full name is clearly visible from the outside. In the rules, include a list of all the parts that are in the container.

Please also post the following information in a single document to the [#cs144_handin](#) channel on Slack:

- 1)** Notes from your brainstorming, or whatever process you used to get to your initial idea.
- 2)** The initial set of rules.
- 3)** Written analysis of each of the playtests you conducted (note dates and times, and who played – even if it is just you), and the revisions you made.
- 4)** A final set of rules.
- 5)** A probability analysis of at least one random event in your game. (Pick something interesting!)
- 6)** A photograph or video of people playing your final or near-final game.

Original assignment designed by Professor Jesse Schell, used with permission.
Updated by Professor Ira Fay.