



THE GAME DESIGNERS GAME

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Initial Concept:

- Premise:
 - “Open world games are getting more popular, player freedom is being pushed as a feature more and more in modern games, what if we take it to the logical extreme and let the players create the game as they go?”
 - The above is not at all the thought process that led to the creation of our game, it was simply a fun idea to create a game about creating games in a game design course. It has a clear link to what we discussed in class, and it honestly became an interesting challenge on how to create a system for an average player to create their own system within it.
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- Inspirations:
 - There was a significant amount of throwing ideas at the game until the final product stuck rather than basing the mechanics off of any one game, but the tone and gameplay values were loosely based off of games like We Didn't Playtest This at All, MAO, and Flux; relatively quick paced games with a wide range of situations and ways to interact with the game.

Design Goals:

- 1) Easy to play
 - a) It is already a bit of a hurdle to have players creating their own rules, so having the structure of the game be simple, approachable, and relatively quick was in our best interests.
- 2) Player freedom
 - a) Naturally, our concept involves allowing for a larger than average amount of player freedom, but this design goal actually involved creating enough restrictions and structure to allow for that freedom without being too open ended.
- 3) Casual tone
 - a) In order to be approachable to a large audience, and encourage creativity, a casual tone seemed best to encourage.

Original Rules:

Player count: 4-6 players

How to win: Get the most points. Points are gained by winning rounds and having your rule be chosen. Vote on rules to add and rules to change, and play rounds of your game to test them out.

You may play with cards, but you can still use other materials in your rules.

Example Game:

- Vote on win condition.
- Vote on a rule for how you acquire cards.
- Vote on a rule for how cards are moved/could leave hand.
- Vote on a rule for what players do each turn.
- Vote on a wildcard rule.
- **Play a round!**
- Vote to add any rule.

- **Play a round!**
- Vote to change a rule.
- **Play a round!**
- Vote to change a rule.

Playtesting:

Testing notes:

- Playtesters added in unclear rules (subject to interpretation)
- There was too much freedom at first, and while players had fun creating lots of wildcard rules, there wasn't as much of a focus on developing the game
- Sometimes rules would bar players from playing the game; there needed to be a way to try and get rid of/change existing rules
- When playing with a group of four people, they would occasionally tie when voting on rules
- Players would sometimes have trouble coming up with rules, which would stall the gameplay

Photos:



Feedback:

- Received positive comments on the rule-creating aspect of the game and how it resembles the game development process.
- Could be adapted into multiple different house rules.
- (After 1st revision) Having example rules as a prompt improved the game flow.

Final Rules:

- Players start the game by creating a set of initial rules; you must make rules for what to do on a turn, a win-condition, how to gain cards, and how to move/lose cards. Players may also vote on wildcard rules. A couple of examples are provided. Each player must suggest a rule, and then all players vote on which one to add. During voting, you cannot vote for your own rule. Winning a vote is worth 4 points. If you win a vote with a rule that another player has created before, both contributors may acquire 2 points. If two rules tie, incorporate both into the game; if they cannot coexist, flip a coin to determine which is added in. You can steal a rule from a separate game, and the game also gets points.
- The game then consists of playing rounds and adding/revising rules. Winning a round is worth 4 points. Alternate between playing a round and adding rules, then playing a round and revising rules.
- Players can also put forward a revision. In a revision, you change a disliked rule. It is then voted on; this is done until 5 revisions are made or people are generally satisfied. Revisions are worth a total of 2 points. If you discuss to revise a problem, everyone involved gets 1 point. Inconsistencies in wording can be rectified during a round as long as it is an agreed-upon change.