

Assignment 6: Paper Prototyping

Summary: *Using paper prototyping tools and technique, design the core concept of a compelling game experience.*

Learning Goals: *Developing designs; physical prototyping.*

Key Dates:

- Session 11: Exercise presented in class; teams formed; in class time for brainstorming / initial game design and prototyping work.
- Session 12: Prototypes are presented & played in class; presentation to follow after group play of the game. Rules and one page High Level Design Doc, written after the prototype is created & tested, to be submitted to the class website by Session 12.

Assignment Description:

Using physical prototyping techniques, create a playable prototype, and then write a one page high level design doc based on the prototype. The prototype should demonstrate the game's core concept, and be an engaging and entertaining play. Keep it short, with a maximum playtime of five minutes. While prototypes must be physical, teams can choose to design for either a digital or a board game.

After forming teams of 3- 4 people, teams will do a brainstorming session in class, coming up with interesting verbs, to come up with initial ideas for their game. Materials will be provided in class for initial prototyping work, and teams are expected to start prototyping in class.

Teams take with them the prototyping supplies they need to continue work over the weekend. Prototypes should be worked on, tested, and played with testers outside of the development group, and then improved based on feedback from playthroughs.

Prototypes will be presented in sections on Session 12, along with a presentation discussing the game, its design, and its design process. Just as with the HLDD presentation, teams should be ready to discuss how the process of design went, what aspects of designing from a prototype worked, which ones didn't, and how the team worked or did not work well together on the project.

Due on the class website are a copy of the game's rules, a one page High Level Design Doc created **after** the game has been prototyped, and if possible, a .pdf of the game board.

Game/Prototype Constraints:

- Short playtime: try for 5 minutes max.
- Short explanation time: players should be able to be up & running within 5 minutes.
- Game should incorporate your chosen verb in it.
- You may choose a set number of players, from 1 - 4 - the game does not have to handle

- a changing number of players.
- If the game is single player, the team must be able to run it well for their tester, and the uploaded rules must describe how the game would be run.

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