

## Diary entry number 1 - Trading Card Game.

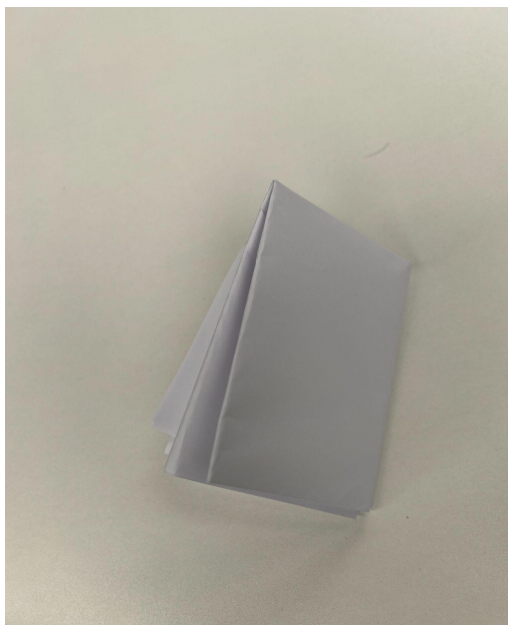
On 28/09/2022 I (Khai Ailyan), Cameron Fairly, Syed Ahmed and Frazer Meliq created and tested (along with richard) a trading card game in which 4 players in teams of 2, so 2 teams of 2, fight against one another to win, to be the successful team.

They do this by each having 5 cards, made from paper with the properties strength, speed, size, intelligence and aggression written on each card in pen, each respective property having their own number representing how high or low that property is.

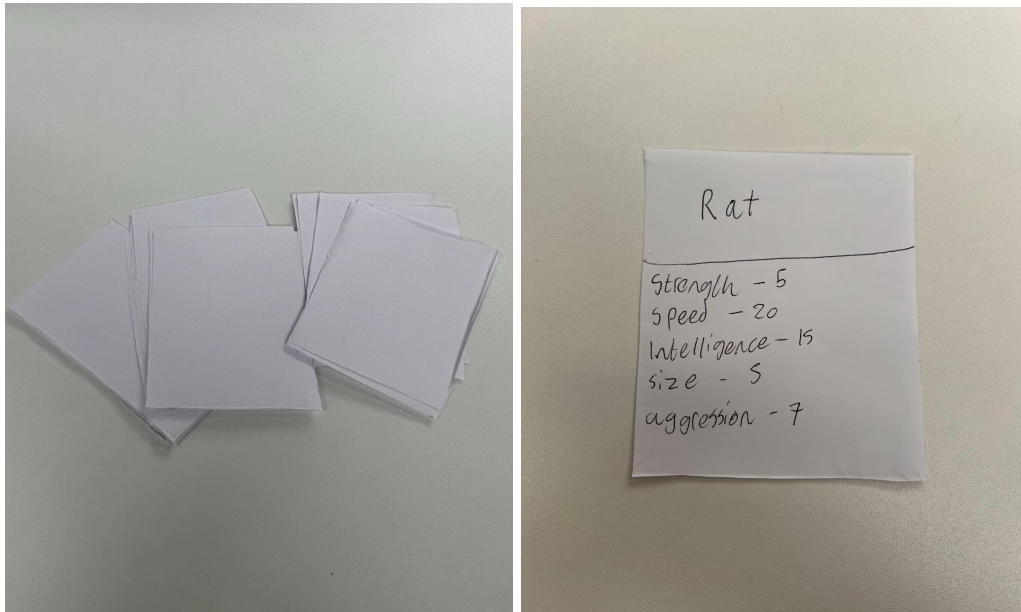
Each team then has a stack of cards to which they can use the Top card on their turn and play it, one player from the first Team will then choose the highest property number on that card e.g strength might be 50, and then once that is chosen the one person from the other team will have to then play their top most card and see if by chance their top cards strength out does the first teams strength, if not another player in team 2 can play their top card to then aid their team mate, having that cards respective strength combined with their other team mates strength.

If one team has a higher score (cumulatively or not), they then get the other team's card and is added to a separate stack of cards to count points, the game ends when the other team runs out of cards or if the allocated time runs out i.e 10 minutes. Whoever has the highest score by team will win.

Both of these images show the process of folding and folded paper used to make the cards, each square seen in the folded piece of paper is a potential card.



These images show the cards being cut up from the folded pieces of paper and the subsequent writing on the cards to denote the properties of the cards, i.e a rat has strength of 5, speed of 20 etc.



The main employability skill learnt whilst playing this game is of teamwork, the ability to work with others to solve a problem and resolve conflicts, whilst the game is more luck based the games core feature is still that of working in teams and winning as teams, other players in the same team can opt to help their team mate to secure collective points as a gamble.

Furthermore the same skill can be applied to what has been learnt during this lesson, working with completely new people, to solve a problem i.e to create a trading card game, these skills are crucial to being employable given the jobs that are in the computer games market, which is to say jobs in these markets necessitates teamwork, you have to work in groups with others to create games, whether that be fellow programmers or with completely different departments such as art departments that work with box art for console games.

However other such skills are required other than teamwork, as teamwork can oftentimes be invalidated by lack of problem solving skills with employers look for, the ability to solve problems quickly and efficiently, other such skills include adaptability which is coupled with concepts like teamwork and problem solving as you need to adapt with new software, hardware and people to solve problems or work together.

As a team we worked rather well, each of us using elements of abstraction and decomposition to assign tasks and work on them to create a whole project, the project itself a success, presentation needs to be improved.

