



“PRINT N PLAY” GAMES PROJECT

The Ada Indie Games Fest



Year 12s and Year 13s will work together (for the first time!) on a challenge to design and develop a card game, playable in 30 minutes or less, that can be printed and/or cut out from 6 sheets of A4 paper.

The teams of 5 need to develop a card game with:

- 1) An original narrative, theme and “skin”
- 2) Evidence of mathematical analysis of the game
- 3) A visually compelling and informative 1 minute trailer of the game
- 4) A how-to-play leaflet on one sheet of A4
- 5) Project management evidence

AGENDA - Card Game Design and Make Challenge

	Wed 28th Feb 2018	Thurs 1 March	Fri 2nd March
9:30-10:30	Introduction and briefing from Todd Green, VP Product - Live Games, King 9:30 – 9:40 Mark Smith CEO, Ada <i>Introduction</i> 9:40 – 9:55 Todd Green VP Product - Live Games, King <i>Keynote Speech</i> 9:55 – 10:30 Alex Hemming Teacher, Ada <i>Challenge details</i>	Morning Team meeting with Team Sponsor observing	Morning Team meeting with Team Sponsor observing
10:30-11:30	Team allocation Teams decide on roles Teams to check workshops they have been allocated	Teams work independently	Teams work independently
11:30- 11:45	BREAK		
11:45-12:45	Workshops: 1. Game Analysis (Endeavour) 2. Game Creation & Ideation (Voyager) 3. Game Design (Sputnik) 4. Video Making (Genesis) 5. Project Management (Pioneer) 6. Public Speaking (Open Space) 7. Game Prototyping (Galileo)	Teams work independently	Set up stands Final touches to solution Final touches to pitch Final meeting with Sponsor to review team’s performance
12:45-13:45	LUNCH		
13:45-14:45	Workshops: 1. Game Analysis (Endeavour) 2. Game Creation & Ideation (Voyager) 3. Game Design (Sputnik) 4. Video Making (Genesis) 5. Project Management (Pioneer) 6. Public Speaking (Open Space) 7. Game Prototyping (Galileo)	Teams work independently	Science Fair of solutions (c 45 mins for judges to see as many as possible). Funding totalled to identify the top 3 games. Judges watch the game trailers of the top 3 games, review the game prototype and documentation and then pick the winner. (c 30 mins) During the judging time other teams will be playing each others games. Winners are announced. Winning Trailer is played.
14:45-15:00	Social Media Competition (Open Space)		
15:00-15:45	Teams work on design		
15:45 - 16:00	Check-in PM with Sponsor	Check-in PM with Sponsor	
16:00 - Onward	Teams work independently	Teams work independently	