***Card Management TCG  
An employment trading card game***

***-Ben Miller***

1. The game idea:

The task presented to the team was to create a simple game themed around employability and the skills that come with it. The game created in the end was a game based around trading cards and putting different cards up for auction for the other players. The game itself can be played by up to 5 players and can be played within 20 minutes or less.

1. Materials:

The game itself used card for the cards.

1. Rules and gameplay:

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1. Play testing:

There was no time for play testing.

1. Experience:

Working in teams allowed for problems to be overcome, such as being able to share ideas and concepts for the game.

1. Reflection:

This game helped the team to understand the core skills that employers look for in individuals, such as teamwork which was one of the key skills used within the creation of the game. Teamwork is important as without it, a company cannot work together to help complete a project. Teamwork was done well in this session as each member helped with creating an idea that would be used in the game. For an improvement the team could have worked together to help add to each idea to make the game feel more complete.

Names:

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