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The assignment for this week was to research what skills employers were looking for when applying for a job and to create a game based on the skills that were found through the research that was done.

The first thing that the group did was to research what skills employers were looking for and to compare our findings to generate a list of the most sought after skills. The research was completed through the use of websites such as Indeed and LinkedIn. Through the research it was found that most employers were looking for employees that had experience, that could work in a team, had good self-management, were communicative, could plan and organize as well as having an avid interest in the chosen profession. These skills would be chosen to be a part of the game that would then be created.

The next step was for the team to create a game based on the research. Through careful deliberation it was decided that the game created would be a trading card game in which players must sell each other cards in order to create a hand that was worth the most points. Each card would be assigned a different skill that would affect the cards value and skills would provide certain bonuses when in the same hand increasing their value.

The way the game would be played is that each participant would draw several cards that would be affected by the number of players. Each player would then take turns to put one of their cards up for auction with other players offering cards in their hand for the card chosen to be sold. The seller had the option to reveal the card they wished to sell or to keep the card hidden allowing them to fake the true value of the card that they were selling. However, the buyers have the option to call the seller a liar if they choose not to reveal their card. This would result in the seller having to reveal the card in their hand and if it is found that they were lying they would have five points deducted from their total at the end of the game. The game would continue until no player had any cards they wanted to sell or when ten rounds had passed since the game had started. At the end of the game all players would tally up the total value of their hands and the winner would be the player whose hand had the greatest total value.

Due to circumstances the team did not have time to play test the game and so no feedback was acquired. This resulted in the game mechanics remaining unchanged and any issues the players may have had being unresolved.