Session 2 online diary

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## Game premise

The objective: Persuade the “Employer” that you have the right skills for the job.

This is done by presenting the Employer with a set of hidden skills and bluffing your way into getting them to accept your set of skills even if your set contains bad skills.

## Material used

For communication between team members a Microsoft teams chatroom was used although this meant that no verbal communication took place in creating the game

To create the game concept Google slides was used which allowed each team member to work on the same document

## Rules

Each player gets 20 points at the start of the game. There are good skill cards and bad skill cards that have points on, bad skills doubling what the good skills have.

Each round, one player will become the Employer. The rest of the players get 6 cards from the pile with good or bad skills.

The players can decide what cards they want to pass by the Employer without showing them what’s on the cards. They then have to say what cards they have, but they’ll need to bluff if they want to get their illegal bad skills cards past. You can not lie about the amount of cards you put forward.

The Employer has to decide if they believe the player and if they should let them through or check their cards. If they let the player through, then they get points for each card through.

If the Employer decides to look at the cards and sees a bad skill, the player has to give the employer points equaling to the amount of bad skills found. If the player has only good cards, then the employer has to give the player points equaling to all of the cards they tried getting through.

Once everybody has either been passed through or searched, you can reveal what cards you have and take your points before putting those cards back in the deck.

At the end of the round, players must pick up cards to get back up to 6 cards in total and then the next employer is chosen.

## How to play

To play the game digitally it is necessary to randomize the starting cards this is done by rolling digital dice and picking cards based on the number rolled (for example is a 4 was rolled then the player gets the 4th card in the set)

## Play testing

Due to time mismanagement no play testing took place

## Teamwork

Working as a team it was possible to come up with a few game concepts although all but one was discarded because they could not be conceivably created within the time limits

## Employability skills

Employers want to see team communication, I feel that my team did well in creating a game based solely on text communication although I feel the communication could be improved as there was little validation between team members for the work that was accomplished. I feel that the time was mismanaged at the start of the task as no one took charge or offered ideas to the rest of the group because they were not sure (myself included) what was expected from the task. Having completed the task I feel that I would be better prepared to do this kind of tank again and would have spent the initial time more effectively

## Team members

* Jessica Evans
* Danyal Mahmood
* Mohammed Zulfqar
* Cory Arnett-O’Brien