**CMP 4271: Session 2 Online Diary – Employability Game**

In our game, the player/team wants to have the most Skills for the “Job Interview”, which is the end of the game.

The materials needed for the game are a board, 6 counters to show where players are on the board, a pair of dice, 5 Jobs Cards, and 12 Skills cards, shown in Figure 2.

The rules of the game are as follows:

* + 2-6 players split themselves into teams (2-3 teams recommended).
  + One player should pick up a Job card which outlines the job the players will be interviewing for, and which skills are required. The player/team with the most associated skills will win the game.
  + Each player/team starts from the “START” position (shown in Figure 1, Labelled “A”) and rolls the dice. Whichever player/team rolls the highest number goes first and moves that number of spaces. If both teams roll the same score, roll again.
  + To gain Skills, the team must land on a square with a gold star in it (Labelled “C” in Figure 1). On this square, the team picks up a card from the Skills card pile. If this Skill is outlined on the Job card in play, it will be advantageous to keep it.
  + Skills can be lost if a team lands on a “Lose Skill” square. In this case, the team must choose a Skill to discard from their hand. This card goes to the bottom of the Skills cards pile.
  + When a team reaches the Interview Over area, the game ends, and the team with the most skills required for the current Job wins.

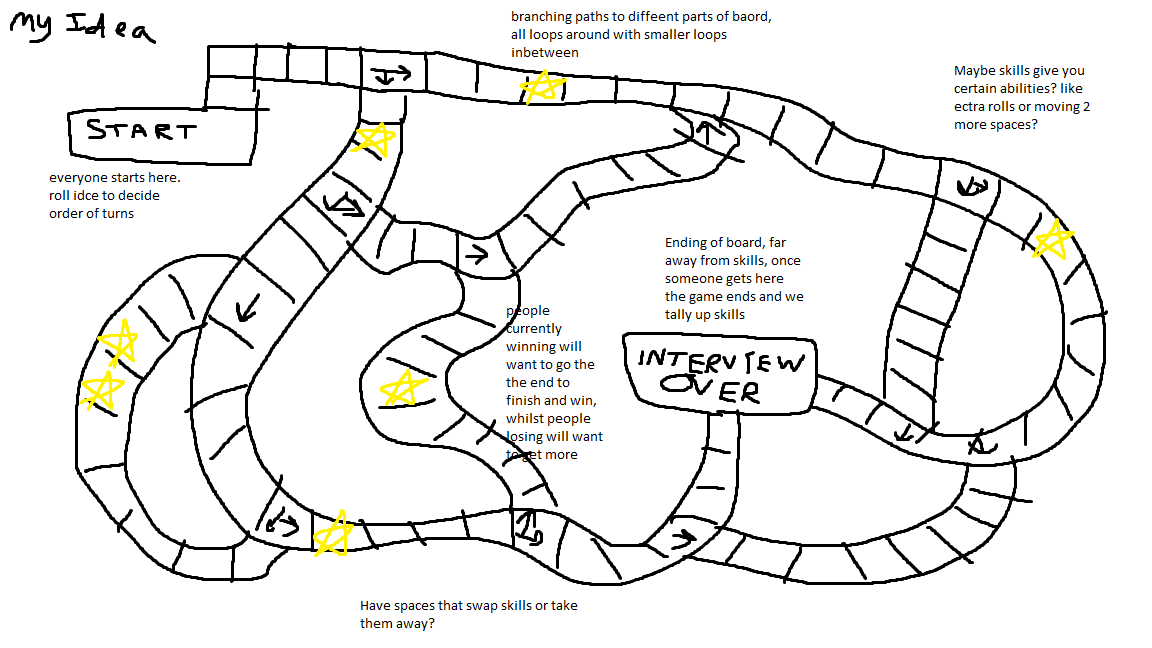


Figure 1. A design of the layout of the board including the “START” area (A), “INTERVIEW OVER” area (B), and Gold Stars (C) to show a “Gain Skill” square. Includes notes from the designer, Steven Smith.

C – “Gain Skill” square

B – INTERVIEW OVER area

A – START area

Due to a lack of time management, there were multiple ideas and key areas of the development cycle which were not carried out. The main example of this being play testing - no play testing was carried out, meaning we could not improve the game. This suggests there could be significant flaws in our game that we have not found, as well as some mechanics not being tested. For instance, we wanted to implement trading into the game, but having only one Job card active in a game nullifies trading. Furthermore, we did not have time to design the Jobs and Skills cards or the “Lose Skill” square.

Solving this problem was very efficient as a team as we evolved ideas from each other’s. It also meant we could carry out multiple tasks at once, for example doing slides for a presentation while other members designed the board, or researched skills that employers look for.

When researching skills that employers look for, we looked at jobs in the software development industry on Indeed. We found many common skills, such as good analysis, teamwork, and time management skills, as well as good knowledge of programming languages, and experience in the industry.

In this session, we all learnt to collaborate as a team, due to us needing to build the idea for our game, design the board and other items in our game, and making our presentation. We also learnt the importance of time management, realising we should decide the foundation of an idea and build from there, instead of trying to find the “perfect” idea.

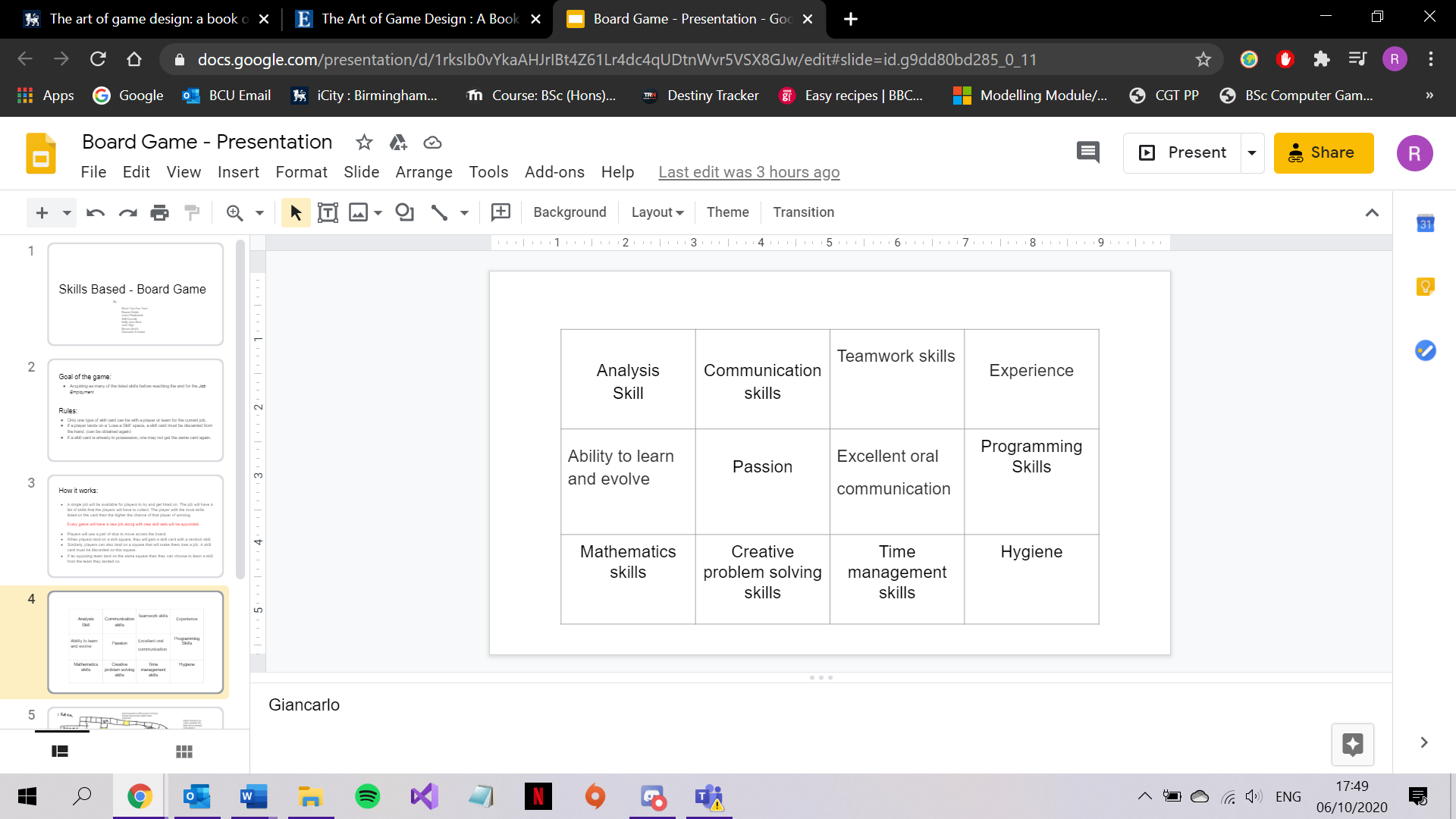


Figure 2, illustrating the 12 Skills we decided to implement into the game.

Team Members:

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