CMP 4271

Task: Skill and Chance.

## Game Premise

The task was to take the game of noughts and crosses and modify it to become more chance based. The premise of the game is to use the movements prompted by the die to force the opponent to get three shapes in a row on the grid.

## Materials

The materials include:

* A six-sided die
* The game board
* A computer mouse

## Rules and Mechanics

The mechanics of the game are:

* Dice Roll: This determines the movement and actions of the player.
* Strategic Thinking: This prompts the user to think about how to achieve their goal.
* Sabotaging System: This allows players to interfere with each other’s strategy and manipulate the chances to favour themselves.

The rules of the game are:

* Rolling 1 or 2: The player can place a naught or cross on the grid.
* Rolling a 3: The player can remove their shape from the grid.
* Rolling a 4: The player can swap their shape with their opponent on that grid.
* Rolling a 5: The player misses a turn.
* Rolling a 6: The player can place a shape for the opposing player.
* Each player must have at least one shape on the grid at all times.
* If a player is prompted by the die to remove a shape and only one shape remains, the player must skip.

## How to play

* The game starts with a dice roll, the player that rolls a higher number decides if they go first or second and the shape they will play.
* Players place their respective shapes on the grid.
* On each turn, the players roll the die to determine their actions.
* The winner is the player that forces the other player to complete a row.

## Play Testing

During the play testing stage of the development process, the team performed both internal and external play testing. The findings from the internal play testing showed some of the issues of the game like:

1. The players were able to play out of turn.
2. Players were unable to remove their own or each other’s shape.
3. The game did not inform the players of the winner of the game
4. The rules were not clearly defined on the game site.

The issues made the game difficult to understand and play so they were fixed and sent to another team for external play testing to determine any other issues that the development team overlooked. The issue that was brought up was that the game board was too large which made the gameplay too long for a game of noughts and crosses.

The team fixed the issue by reducing the size of the grid from 5x5 to the regular 3x3.

## Experience

The members of the team were cooperative and communicated effectively, the tasks were delegated properly which resulted in good time management, allowing the game to be play tested. Cory Arnett-O’Brien created the digitalized version of the game while other members of the team took turns testing the game and relaying feedback. The members of the team also had a hand in the creation of the PowerPoint presentation.

## Members of the Team

The members of the development team were: Connor Winspur, Cory, Arnett-O’Brien, Ngozi Egonu and Akash Sroay.

The external play testers were: Jessica Evans, Hou Yap, Joshua Baker and Zakaria Ahmed.