**Session 2 Online Employability Game:**

The game:

The game concept that me and my team designed is a monopoly inspired board game. Firstly, me and my team carried out research on LinkedIn and Indeed to gather skills that employers are looking for so that we could use these skills in our game concept. The game will be playable with 2 to 6 players and is played using 2 dice. All players begin on a start square with a certain amount of money and then roll a dice to determine how many spaces they move clockwise around the board. On the board there are books that the player can purchase to obtain knowledge and skills. The books can be traded and sold to players. The map consists of coloured areas that will correlate to different skills. In each coloured area there are 2 to 3 books that offer a different amount of skill and knowledge points each. The players objective is to have the most knowledge and skills over the other players in the game. On average the game takes 20 minutes to complete.

Gameplay mechanics:

When the game starts the players are each given a set amount of money. This starting money is the same amount for every player. Money is used to purchase books at specific locations. Players must be on the location square to buy a book from it. Once a book is purchased from 1 square another player cannot purchase that book. For example, Book 1 in the red area could be purchased by player 1, no one else can purchase that book now unless they buy it from the player directly. When purchasing a book the player can choose to either miss 2 turns and in return receive all the knowledge and skill from that book, or they can continue to move around the board and gain a smaller amount of knowledge per turn.

Chart, waterfall chart

Description automatically generatedRules:

1. Players cannot increase the cost of a book when selling the book to another player.
2. Players cannot skip their turn unless they are reading a book.
3. Players cannot redo their dice role.
4. If a player runs out of money, they must sell their books to other players or return them to the store.
5. If your money and books are 0 then you lose the game.
6. Players play alone, no teaming!

Play testing:

Me and my group were rather confused by the play testing portion of the session and so we did not complete game testing.

Team working experience:

Working in a team allowed me to get to know my peers more as well as expand on my ideas further. Communicating possible features and mechanics allowed us to better our game as my team members had ideas that improved the game that I wouldn’t have thought of.

Key employability skills:

I think the main skills I took away from the session was communication and teamwork. These two skills alone allowed me and my team to develop a good concept. Other skills that assisted us whilst creating our concept were:

* Knowledge of game engines
* General interest in gaming
* Problem solving
* Time management
* Communication skills
* Teamwork skills
* Project management skills

Admittedly, our time management could have been better as we didn’t complete any play testing. The team excelled in communication and teamworking, at the beginning we all had our own individual ideas for what we could create but we were able to combine these ideas to create our end concept.

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