**Skill and Chances**

**Describe the game premise.**

The game is based on noughts and crosses with cards, just to add a tiny twist. The idea is to flip a coin, the player is to pick either heads or tails to state who goes first. The game is similar to the noughts and crosses, however if the player gets 2 in a row, they will draw a card that can either help or hinder them. When the player gets 5 in a row they win. The cards are to either help or hinder players and there are some harmful cards so players will have to decide whether or not to take the risk. The game name is “noughts and crosses with cards” so the concept gives the idea of the game to the players.

**Its rules and mechanics.**

The rules are played using chance cards now there are 9 different cards in the game, some of them will portray a positive effect either to help the player, whilst the other cards will give out a negative effect on the player that will remove your piece of the board. However, there are also some that maybe be a negative or positive depending on how the card is being used, so there are chances. The 9 cards are; place non-adjacent piece, replace own piece with component, draw 2 cards, remove any 2 pieces, remove one of your own pieces, remove one opponent piece, skip turn, swap 1 of your pieces with an opponent’s piece.

**The material used to make the game (qualify them).**

We will be using unity engine, to make the game, and help from designers, cards and some shape pieces for noughts and crosses.

**How the game is played.**

The game is played through a playing board, so for the game board we decided to use a 5 by 5 grid, which get filled in with the noughts and crosses. However, we chose a 5 by 5 grid as it still allows the player to win diagonally, horizontally and vertically with the number of tiles needed to win, while allowing the player to confuse the opponent by misplacing on purpose. Hence, the card pile rectangle is used to show that the card pile is not put on the main board but placed anywhere appropriate and these will get drawn by the player and can either be a positive or negative effect upon the player and their chances.

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**What you found from your play testing.**

During the playtesting the options of 3 to draw cards/5 to win and 2 to draw cards/4 to win to see which was more effective. Also, it was found that the 5 to win game lasted much longer, almost dragging on slightly compared to the quicker thinking 4 to win game. The games cards were also found to be slightly more beneficial to the drawer, so balances will need to be made there.

**Your experience of working in teams to solve this problem.**

Working in a team of 4 was a challenging and exciting at the same time, as we all communicated online, and we all began by sharing our ideas on noughts and crosses and how to add game mechanics, we came up with ideas like Tetris and having the noughts and crosses shapes as Tetris rather than X O or maybe have X O as main opponents, we were adding a lot of ideas to it. However, we decided at the end to actually see what works and what will be good within the game, so overall working with the team today, was a good experience. We all participated in the overall task and making sure each of us had been assigned to a task. I liked how we discussed the game mechanics and also how co – operative we were together, and we did a good job presenting to our class.

**Add a couple of sentences reflecting on what happened in the team. What did you do well in this session and what would you like to improve?**

Overall, having reflecting on our teams work, I am happy to say that it was an exciting task and I had a lot of ideas that I was stating towards the team members and it was interesting to see everyone respond and give feedback whether, they agree or don’t and how we can implement the idea negatively or positively and at the end the task came out pretty amazing because we imagined the overall game being played and it was exciting, so it was a good insight. I feel we could improve more in play testing amongst others to gain more objective of the game.

**A list of the names of the members of the design and play testing teams.**

Saira Mahmood, Alyssa Daniel Lamb, Jamie Soden, Callum Weaver.