**Strategic Skill**

**Describe the game premise.**

The game premise is based on the rule of the bomb called smash explosion; the team must defuse it by rolling at dice 6 sided along with the number they role indicates the bomb they must defuse. The Bombs are all different. The only person chosen as a diffuser can look at the bomb. The other team members must use the defusal manual to help the diffuser defuse the bomb. The team is given 3 minutes to defuse the bomb. Set the timer manually once the game starts. The team must obey the rules, or the bomb will go off instantly.

**Its rules and mechanics.**

We have 3 minigames and each of them should be completed else the bomb will explode. Below are the 3 minigames explained:

**Maze**

The rule for this is when the green circle allows players to identify each maze. The diffuser must navigate the blue dot to the red dot on the map by moving one space at a time. The assistant must help the diffuser avoid the black lines and make it to the red dots by providing the directions.

Table

Description automatically generated

**Wire Sequences**

The wire sequences are the fire minigame that appears on the bomb, assistants must help the diffuser cut the correct wire to defuse the bomb. Once the correct wire is cut, the module is defused. All the information on wires can be found on the defusal manual.

Graphical user interface, application

Description automatically generated

**Emoji Keys**

The emoji keys are a game played when you look for the 4 emojis in the column seen in the defusal manual. If you successfully spotted the 4 set of emojis similar to the column seen in the defusal manual you succeeded in defusing this module.

Diagram

Description automatically generated

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

The material used to make the game is a box with all 3 sets of the minigames; maze, wire sequences, emoji keys and a bomb where once the games are completed we have to set them in the place of the bomb so we can defuse it, else it explodes.

**How the game is played.**

The game is played by using the defusal manual as your guide;

[**https://docs.google.com/document/d/115ORngtn\_nnI50ddmiWxTwVCKUzft4sVIfGCOg34C5U/edit?usp=sharing**](https://docs.google.com/document/d/115ORngtn_nnI50ddmiWxTwVCKUzft4sVIfGCOg34C5U/edit?usp=sharing)

Graphical user interface, application

Description automatically generated

This is the image of the bomb that needs to be diffused once all the minigames are played successfully, if not the bomb explodes.

Diagram

Description automatically generated

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

We play tested amongst our team and found that the strategic skills played in the game is actually really impressive, however we could use a wider audience to play test the game to get a fairer response and detail of how well the game is along with critics.

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

The experience gained working in the team for the strategic game was impressively exciting, solving the problem of how to implement an idea and build it was impressive. From the beginning we had no idea if we wanted to choose a twitch skilled game or a strategic skilled game. Hence, we decided on working on a strategic game, breaking it down 3 games into minigames.

**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?**

Upon reflecting on the team we were co-operative, and helping one another on the idea of the game, for example I was struggling to understand the concept of the game, and my team mates assured me by explaining it from the very beginning and how we can put in our own ideas, for example emoji keys came from the idea of the symbols and I decided to use emojis instead of symbols. Therefore, having a team that supports and takes time out to ensure you understand the project, can really help bring in other ideas and implement it. Overall, I enjoyed working with the team, they are overly supportive and passionate on the game idea based on how to make it strategic.

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

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