Diary Week 1

The task that we have been assigned to do is develop a game that was based around employability and what skills you need for it. The game that we have come up with was based around a card trading game which allows players to put up cards for auction for other players to bid on.

The way the game is played is each player that is participating draws a card from the deck and once everyone has picked up a card, each player would start to put their cards up for auction. From here, each player will have the option to place a bid or not place a bid. The player that put the card up for auction has the option to reveal the card they are selling to the other players or hide the card and its value. If the players are caught lying about the value of their card, then they will receive a penalty. There are a variety of cards that each have different values and they affect the game in different ways. The way the players place bids is by using their cards to either match the value of the card put up for auction or better and if the player would accept the bid. The aim of the game is to accumulate as much points as you can in terms of the cards you have got and their values added up. For example, one player may have 13 cards but each card has a value of 4 or less and another play has 6 cards that each have a value of 8 or above. The game ends when either players do not want to sell anymore cards or when the round limit has been reached. The penalty system that we have comes into play when a player gets caught lying. What the penalty systems does is for each time a player is caught, they will lose 5 points from their total score at the end.

An issue we found when we were playtesting the game is that players could spam accuse other players when they put up a card for auction. This ruined the experience of the game because players were not able to take high risks for high rewards and it did not put any pressure on other players. So we came up with a few ideas on how to deal with this and the idea we stuck with was adding a reverse penalty. This would mean that the player that will accuse the other player will have to ensure that they are lying because if the player they are accusing are not lying, then the accuser will receive the punishment so it would be a high risk high reward for both the players accusing and the player who put up their card for auction.

The key employability skills that I learnt throughout this session are communication, teamwork, problem solving. Throughout the session, I was communicating with my team and giving ideas that could improve the game. Communication and teamwork is important because if you are not talking to your team and working together, then you will not know where everyone is at and/or what everyone is doing which will cause issues in the final result of the game. Problem solving is a key skill because you will come across problems that you may not have come across before.