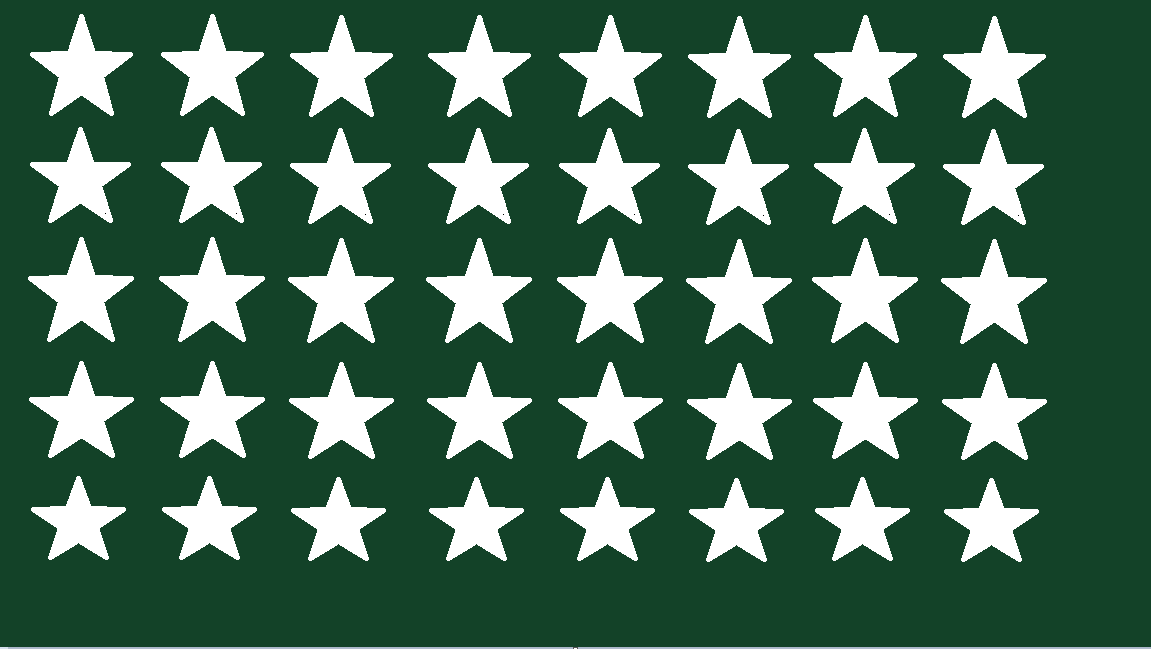
**CMP4271: Online diary – Skill and Chance**

This week the group had to design a game that included chance and skill. The designed game was called Magical stars and was very similar to the connect-a-5 games. It was two player-based game. As the team was asked to do a seven-minute-long game, it was not possible to be added more than two players as the game would take longer to finish.

figure 3.1

The game included a board on which the players put stars on it. First player who managed to connect five stars in diagonal or vertical order would have won the game. As you can see the picture on figure 3.1, this was the board that the team designed using Paint.net and was decided to be used as the original board for the game.

**Materials**

The software that the team used to create the game was Paint.net

**Rules**

* Magical stars used a dice to determine which player would make a move.
* The dice was a six-number dice which would determine who will be the first to throw it as the players throwed the dice before the game starts.
* The player with the highest number on the dice moved on the board, by colouring a star by their colour(red or yellow).
* The timer was set to seven minutes

Description for the rules;

When the player who was first, throwed the dice and they got the number three, the other player in order to move on the board had to throw a number which was higher than the number three. If, however, the second player got a number which was lower than the number three, the first player made a move on the board by colouring a star.After that it repeated itself by the first player throwing the dice and then the second. There was a timer which was set to seven minutes, otherwise the game would take longer to finish. After the timer which was set to seven minutes stopped, the player with the higher number of stars on the, won the game.

**Play Testing**

figure 3.2

As it was a chance and luck-based game, the team later found out that one of the players kept getting lower numbers that the other player. So, they could not colour a star on the board. By this playtesting experiment, which was internal, the team decided to give a bonus to the player who has not moved for two turns. A turn in this game was when the two players both have throwed the dice and the one who would move on the board was determined, this counted as one turn. In other words, if one player did not move for two turns, they would automatically colour a star on the board.The game was luck based; however, it did have skill in it. Both players had to think before they coloured a star on the board, because it wasn’t about getting five stars coloured in a row, it included sabotaging the other player from getting five stars coloured in a row or diagonally. As you can see on figure 3.2 on the right, player X did coloured two red stars, however as it was player’s Y turn they stopped player X from continuing to colour stars on the right side of the board.

**Teamwork**

The group consisted of only two people, one of the group members was asked to do the map of the game and the other had to make the rules and the mechanics. Later, both members had to discuss what to take out from the game and what should be included.

**Relfection**

As the team reflected upon their work they found that it was very similar to other people’s games, however the main difference that we found was that this game had six-number dice in it.