

Cooperative Bartok

Goal

Modify the rules of Bartok to function as a cooperative game (where the group meets the objective or fails to meet the objective) that will be playable where players are in physically different locations. Submit your game as an early game design document.

Design Document

Your document shall contain the following sections.

- An introductory paragraph explaining the *theme* of the game including the objective.
- The rules of the game. Try to keep them simple as established in class. The rules should include a subsection describing how regular playing cards translate to your theme. (That is, if you were able to print your own set of cards, what would they depict? For example, think of clubs as ants. Or, twos are a two-headed monster.)
- Genre and demographic breakdown including target audience. Probable platform (for the game in digital form).
- A bulleted feature-list that explains each of the features in more detail. A feature list details key features or selling points of the game. In published games, these are typically found on the back of the box.

Commentary Document

The goal of this document is reflection. That is, as a group, reflect on your game design process.

This document must include the procedure your group used for playtesting, including:

- A report of the number of times played with X rules.
- Who playtested (if outside the group)?
- How long playtesting took.
- A justification for playtesting methodology; citing mathematical constructs with respect to data structures here can be helpful to create a convincing case. For example, if your group pursued a path in a tree (or graph) of game rules, describe that path considering the possible size of the rule space.

This document should also include a discussion of the following topics.

- Rules that did not play well with respect to the theme or ‘feel’ of the game.
- Rules that were maintained, but in a modified form as well as their impact.

Recommendations

- Before anything else, define the objective of the cooperative game. This can be accomplished a few ways:
 - The first way simply defines the objective and then attempts to mold a theme around that objective.
 - The second way considers theme first. Is your game set in a two-car garage? A morbid game where we are sifting through a deceased person’s belongings in order to clean up a house in order to sell? The Wild West? Space? A booth in a diner where we are sorting the different types of sugar packets?
- Complete the majority of the design document prior to starting the commentary.

Submitting

Include names of all group members on both documents. Only one person from each group will submit the documents. Name your main document `game.pdf` and submit on moodle along with the commentary document `commentary.pdf`.

Optional document, `review.pdf`. If you have any concerns about your group members and their level of participation, please feel free to submit a description detailing any issues. If there are issues prior to submission, please make sure to inform your instructor. Reviews may be submitted up to 24 hours after the deadline of the main documents.