

Fog of War in Candy Land

This assignment is inspired by *Challenges for Game Designers* by Brathwaite and Schreiber.

Goal

The intent of this design exercise is to create and test a version of Candy Land that is appropriate for more competitive players.

Modify the game of *Candy Land* to include a “Fog of War” mechanic. Our general goal is to take a luck-based game to a more strategic game with restricted board knowledge, with or without the element of chance.

Description

Fog of war refers to the uncertainty of situational awareness experienced by a player in a game. It is common in many open-world games to maintain a fog over areas of the map where the player has not visited (*Civilization*, *Age of Empires*, etc.); even choice of levels in *Super Mario Brothers 3* maintains a fog over the level map. As another example, we saw with *Legend of Zelda* dungeons that, the first time you enter a dungeon, the complete map is hidden from you. As you progress through a dungeon, the items screen in *Legend of Zelda* illuminates which rooms you have visited: the fog dissipates as Link progresses. (In the *Legend of Zelda*, you may pick up a dungeon map as a magical item revealing the entire dungeon).

In a more specific character context, fog of war refers to the fact that you may only see what your character sees in the game. That is, if your character’s sight is blocked by an obstruction such as a horse or a house, you also cannot see what is on the opposite side. Some games employ cloud cover to give this effect while others do not show enemies or objects until they are in a character line of sight. Eagle vision in the *Assassin’s Creed* series as well as “good hearing” in *Last of Us* is a mechanic that allows the player to temporarily remove this fog.

You are to add a “fog of war” to Candy Land. That is, your opponent’s pieces are hidden from you (and vice versa) except under certain conditions. Maybe you can see your opponent’s pieces if they are within a certain number of squares of yours, or maybe you can choose to look at a specific square on your turn. It is up to you how “visible range” is defined in the context of the game. Or, if the game has an inverted visible range: only seeing items far away, but being blind up close.

You may change the rules of the game as needed to support fog of war. Candy Land is a children’s game and thus in order to construct a more competitive environment, you are not required to keep the spirit of the game intact.

Choose a theme for the game. A motivating backstory is not required, but may add to the game.

The game of Candy Land does not provide many pieces / items in box. If you require items (markers, meeples, etc), feel free to provide them as physical items or use a paper facsimile. For example, if you would like to add a tank to the game, feel free to use a tank toy or fold a rectangular prism out of paper and color it accordingly. Be creative with the assets players need.

Rules Document

Your document must contain an introductory paragraph explaining the *theme* of the game and the game objective in context.

Your document must contain the (non-thematic) objective and final rules of the game. With Candy Land as a basis, you are strongly encouraged to use diagrams to communicate the fog of war mechanic.

Testing and the Testing Document

A significant part of this project is in carrying out a basic testing scheme; please review the powerpoint slides on Game Testing.

Your first phase in testing should be between you and your partner. This “1st Circle” of tests **must** result in a draft objective and set of rules that will be provided to your 2nd circle of testers (trusted friends). The draft objective and rules must be included in your testing document under a section titled *Draft Rules*.

The next step in testing is to construct a post-game survey questionnaire (with at least 5 meaningful questions) that your 2nd circle of testers will answer (in writing). Again, please see the textbook or powerpoint slides for some general examples. These questions should NOT focus on the clarity of the rule set. Make sure to provide all of the pieces / assets the players will need for the game.

Report the post-game survey, results of the survey, and a discussion of your findings in the testing document under appropriately labeled section titles.

Submitting

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