



Games Fundamentals

05 – Coursework Brief

Administrivia

- Dr Andy Guest
 - a.guest@yorks.ac.uk
 - Tel – (01904) (62)6524
 - 44 Lord Mayor's Walk
-
- Keep Checking
 - e-mail
 - moodle

Useful Books

- These are **not required**, you may find them useful. You should find them all in the library
 - Challenges for Game Designers, Brathwaite & Schreiber, 2008, Charles River Media
 - A Theory Of Fun, Koster, 2013, O'Reilly Media
 - Level Up! The Guide to Great Video Game Design, Rogers, 2014, Wiley
 - Introduction to Game Design, Prototyping, and Development, Bond, Addison Wesley

Useful Resources

- Board Game Geek
 - Forums, reviews, game rules, etc.
 - www.boardgamegeek.com
- Youtube Let's Play Videos
 - Tabletop, Game Night, Let's Play
- Game Design Concepts
 - Ian Schrieber's online game design course
 - <https://gamedesignconcepts.wordpress.com/>

Coursework Brief

- The coursework for this module is to design, build and document a boardgame* prototype
- Submission Date – Noon Wed 9th Jan 2019 (Provisional)
- Assessment Brief on Moodle (Provisional)
- Work in pairs
- Documents to be submitted through Moodle
- Prototypes to be boxed and submitted to the school office
 - Looking at getting boxes for you to use

* Board game, card game, dice game, whatever!

The Game

- You need to come up with a game of your own. Within the restrictions below, you can make any game you want
 - It must not be a simple re-making of an existing game.
 - It should not rip off any existing IP. (Though adaptations are, of course, allowed)
 - It must not be offensive. Remember this is for academic coursework submission, let's stay within a 15 rating 😊
 - It should have a playing time of less than thirty minutes
 - Remember it will take people less familiar with the game longer to play. So aim for the game to last them less than thirty minutes.
 - This includes time to set up and tidy away
 - Time to read the rules for the first time/explain rules to players need not be included
 - It should be playable by two players
 - Components
 - It shouldn't use large amounts of components
 - It shouldn't use expensive components
 - Simple dice, cards, tokens are fine
 - Ask if something is required

Hand Ins

You will hand in a portfolio that will cover the stages of the game development

1. Game Concept
2. Initial Prototype
3. Playtesting
4. Final Prototype
5. Reflective Essay

Components will be produced and submitted once by the pair of students. (i.e. it is not required for each student to submit a copy of the portfolio).

Components 1, 3 and 5 are documents. Components 2 and 4 are physical items that should be submitted boxed through the school office contain a printed copy of a rules document. The documents for components 1, 3, 5 and digital copies of the rules from 2 and 4 should be submitted through moodle by one of the students in the pair. Boxes will be provided (2 per pair)

Any issues of students not engaging with the coursework should be brought to the attention of the lecturer as soon as possible.

I - Game Concept Document

A short essay describing the concept for the game. It should describe the game concept, theme and core mechanic as it is conceived at this stage. (Remember any/all of these could change through the game design process).

Worth 10% of the total mark

2 - Initial Prototype

A simple prototype, sufficiently developed to enable playtesting. The prototype doesn't need to be polished, but it does need to be playable. You also need to provide documented rules that would allow people to play the game unsupervised. It should be boxed.

Worth 20% of the total mark

Marks split evenly between the components and rules document.

3 – Play Testing Document

The game should be thoroughly play tested. Opportunity will be provided in class for two play testing sessions (see below for details on play testing sessions). The play test sessions should be planned, any observations should be documented along with any changes to the game.

The submission for the playtesting will be a document describing the plans for play testing, observations made during play testing and any revisions to the game.

Worth 30% of the total mark

4 – Final Prototype

You need to create a finalised prototype. It doesn't need to be production quality but it should be more polished than the initial prototype. It should come with a finalised version of the rules. It should be boxed.

Worth 30% of the total mark

5 – Reflective Essay

A short reflective essay that looks back over the design of the game and considers what worked well, what worked badly and what you would do differently in the future.

Worth 10% of the total mark

Playtest Sessions

Two play test sessions are scheduled during class. These will be held on Wed 15th November and Wed 6th December. (Dates provisional and may change)

These sessions will give you chance to have other students in the class play test your games for you. Each session will be split in two. In one half you will observe your peers playing your game and in the other you will play test someone else's game.

In each half there will be three thirty minute sessions where the game will be played and the designers will be able to observe and take notes.

The designers may make minor changes to the game between the thirty minute sessions if they wish. It is expected that changes will be made between the two playtesting sessions.

Marking Guide

Component	Overall	Mark Breakdown	
Game Concept	10%	<ol style="list-style-type: none"> 3 marks - Game theme identified and described 3 marks - Game mechanic identified and described 4 marks - Expected game play described 	<ol style="list-style-type: none"> Should also explain why chosen Should explain relationship to theme (if any) Need not be a fully worked out ruleset, just an idea of game play
Initial Prototype	20%	<ol style="list-style-type: none"> 10 marks – Components 10 marks – Rules Document 	<ol style="list-style-type: none"> Marked on concept, appropriateness, clarity, etc. Marked on completeness, clarity, etc. Should describe theme/concept, setup, game play, game end, scoring/winning. A summary sheet is probably a good idea
Playtesting	30%	<ol style="list-style-type: none"> 2 marks - Play Test 1 Plan 8 marks - Play Test 1 Observations & Changes 6 marks - Changes Between Play Test Sessions 6 marks - Play Test 2 Plan 8 marks - Play Test 2 Observations & Changes 	<ol style="list-style-type: none"> Plan for the testing. Notes on parts of the game you want to observe, things you want to look out for, etc. How did the games play out? Were there any issues/problems? Were they game problems or rule explanation problems? What needs to be worked on? Did anything work really well or badly? Did you make any changes between play tests? What changes did you make between the play test sessions? To the rules, to the rule document, to the components. Plan for the testing. Are there specific things you want tested? Stuff that didn't work in the first play test and you've changed. Stuff you added or removed between the test sessions. Specific scenarios / situations you want to evaluate How did the games play out? How did any changes made since the first play test work out? Were there any issues/problems? Were they game problems or rule explanation problems? What needs to be worked on? Did anything work really well or badly? Did you make any changes between play tests?
Final Prototype	30%	<ol style="list-style-type: none"> 15 marks – Components 15 marks – Rules Document 	<ol style="list-style-type: none"> Marked on concept, appropriateness, clarity, etc. Marked on completeness, clarity, etc. Should describe theme/concept, setup, game play, game end, scoring/winning. A summary sheet is probably a good idea
Reflective Essay	10%	<ol style="list-style-type: none"> 2 marks – Summary of what was done 2 marks – what worked well 2 marks – what worked badly / didn't work at all 2 marks – what you would do differently 2 marks – suggests for this module for next year 	

Components

- We will try to provide components
- As long as they are reasonable
 - Not expensive, difficult to get
- We've got blank cards and dice
 - Use the chopped up cardboard and normal dice while working on the concept
- Ask and we'll see what we can get

This Week

- Collection of short games and two-player games (or games that are still good with two players)
- Have a look at them/play with them
- Organise yourselves in to pairs
- Each pair start working on a game concept.
- I'd like you to email me a draft version of your Game Concept Document by 5pm on Monday 29th October (so I get chance to have a look at it before next week's class)
 - The draft won't be marked, its just so I know you've got started and can offer some feedback next week

BGG's Recommended Games Under 30min

Available Here*

- Eight Minute Empire
- Star Realms
- Splendor
- Sushi Go!
- Dragonwood
- Love Letter
- Lost Legacy
- Zombie Dice
- Bang The Dice Game
- Tsuro
- Escape The Curse Of The Temple
- Codenames
- Get Bit!

Not Available Here

- Roll For The Galaxy
- Pandemic The Cure
- Century: Spice Road
- For Sale
- King Domino
- Biblios
- Welcome To The Dungeon
- Roll For It
- One Night Ultimate Werewolf
- Spyfall
- Hey, That's My Fish
- Trans Europa

BGG's Recommended Games For Two Players

Available Here*

- Patchwork
- Fungi
- Ascension
- Star Realms
- Port Royal
- Paperback
- Marvel Dice Masters
- Hive
- Mr Jack Pocket
- Splendor

Not Available Here

- 7 Wonders Duel
- Lost Cities
- Castles Of Burgundy
- Seasons
- Battle Lore
- Jaipur
- At the Gates of Loyang
- Biblios
- Arbotetum
- Marvel Legendary
- Codenames Duet
- Odin's Ravens