

1D Project - Royal Game of Ur

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Description

History. The Royal Game of Ur has its origins in ancient Mesopotamia and is one of the oldest board games ever discovered, having a set of rules inscribed on a Babylonian clay tablet. We chose to reproduce this game because we know that history plays a significant part in helping us explain events in our present and even future, as well as provides us with a critical understanding that will help us address problems. Thus, we wanted to simulate life in this old civilization to have a more genuine experience and preserve history. We decided to adapt the version from British Museum curator Irving Finkel's interpretations¹.

Scenario. Our target user for this game is a class of secondary school history students. Students are often busy with revision and presumably spend a lot of their time completing their schoolwork online. Their teacher wants to deliver the lesson on ancient Mesopotamian civilization in a more authentic and enjoyable way, so that the students can relieve their stress and also bond with their friends and peers.

Playing our electronic version of The Royal Game of Ur which utilizes socket programming would be a very convenient and accessible option, especially during the current COVID-19 pandemic, as they can simply use the electronic devices they already have to play the game and do not need to go out and buy the physical board game. At the same time, the users would not be playing the game solely for fun; instead, they will be able to brush up on basic mathematics, learn more about this historic game, develop game-winning strategies, and even benefit by getting to understand several life lessons as well. Some examples of the latter would include: never knowing who will win until the end of the game, the importance of strategy while also balancing randomness, and following through with any consequences that result from crucial decision-making.

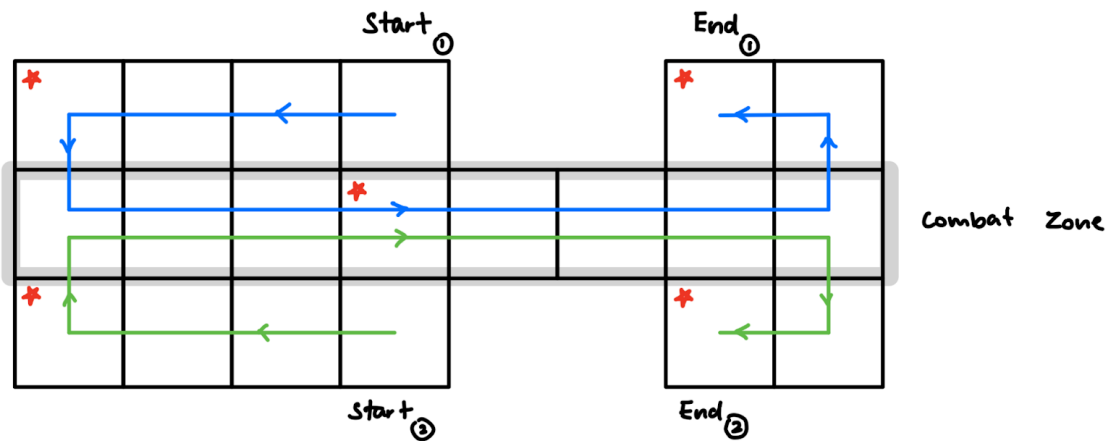
Description of the game. Each player's goal in the game is to bring all seven of his or her own pieces "home," which is at the end of the board. To attain this, however, a player must be strategic to not get knocked out of the "combat zone," the middle area of the board, by an opponent's piece. If a piece does get knocked out of the "combat zone" though, the piece must be removed from the board and restart from the beginning. A player's turn is determined by a menu which allows the user to select from different options such as moving a piece or adding a piece.

There are some spaces that have a design called a "rosette," which are marked by stars in the diagram below. Landing on a "rosette" gives the player another turn. The "rosette" in the "combat zone" is also a safe spot, so any pieces there cannot be knocked off the board by an opponent. Once one of the players manages to get all of his or her pieces "home," the game ends, and a congratulatory message is displayed for the winner of the game.

¹ <https://www.youtube.com/watch?v=WZskjLq040I>

Player 1 ○ ○ ○ ○ ○ ○ ○ ○

* Rosette



Player 2 ● ● ● ● ● ● ● ●