



PLAYGROUND GAME ASSIGNMENT



Chain Link



OBJECTIVE OF GAME

- Chain Link is a type of game in which two teams compete to score points by capturing cones or other objectives from the opposing team's base and bring it back to their own base.
- The objective of the game is to capture the most number of cones while avoiding getting tagged by the enemy team.
- The game is played for two rounds (where the offense and defense teams switch places) and the team that wins the most number of points wins the game.
- The underlying objective of this game is to improve one's teamwork, reflexes, stamina and agility.



EXIT



GAME WORLD

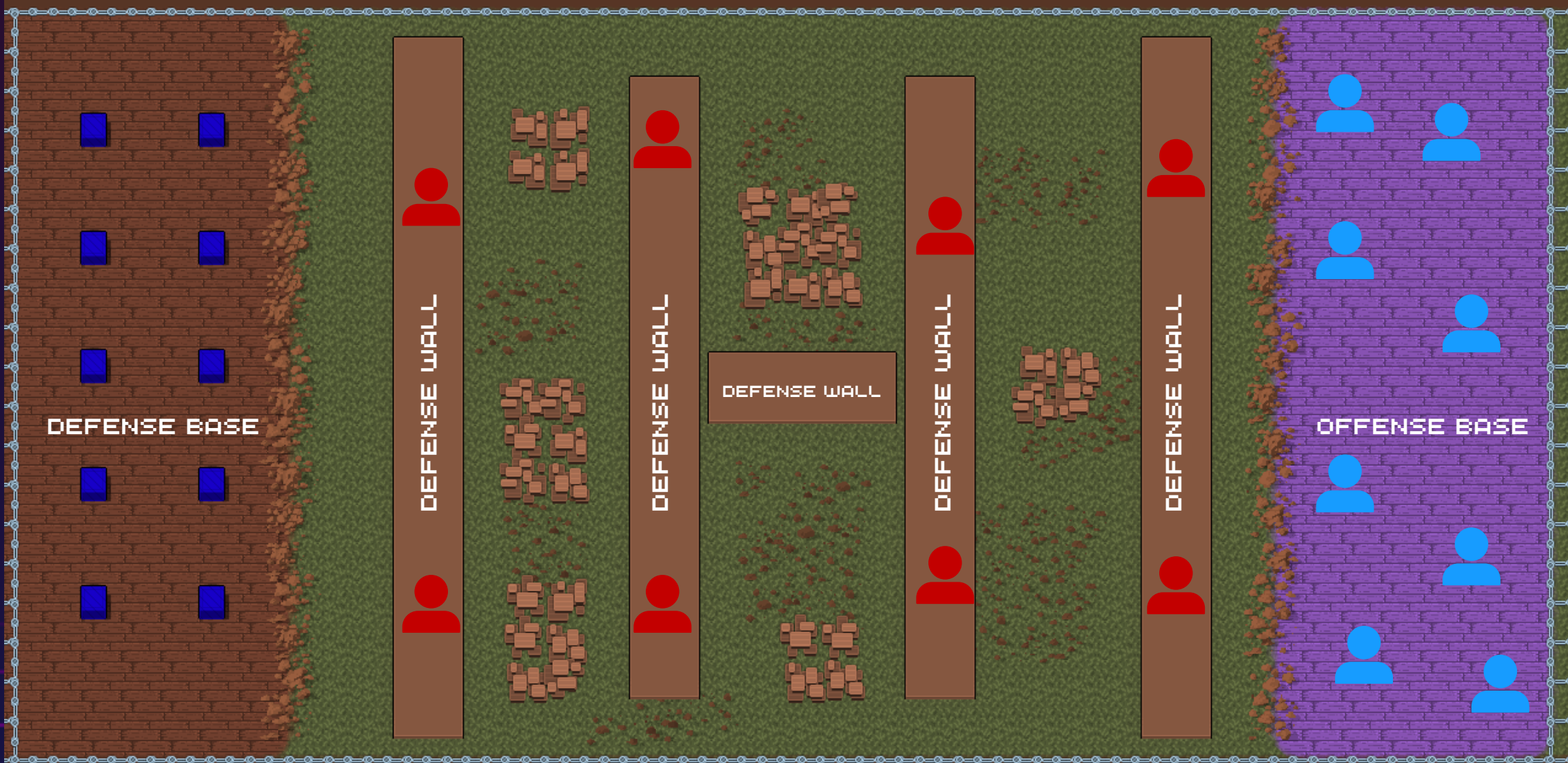
- The game is ideally played outdoors in a clear, confined area with definitive borders in a space of around 20m by 10m.
- There must be designated areas for both offense and defense team's bases. The areas for the defense team's players must also be marked out, of about 10m by 2m for each defense wall area.
- The defense team will have limited options to move around, as they are only allowed to move within the defense wall, while the offense team have the entire freedom to move around.



EXIT

GAME WORLD SKETCH

20m



10m



OFFENSE BASE



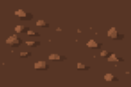
OBSTACLES



DEFENSE WALL



DEFENSE BASE



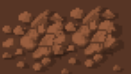
TERRAIN
OBSTACLES



GAME BORDER



COMMON TERRAIN



BASE BORDER



CONE/OBJECTIVE



IDEAL NUMBER OF PLAYERS

Both teams can have at least 5-6 players to start the game, and ideally have a maximum of 10 players per team.



EXIT



GAME RULES

Overview:

Chain Link is a game of teamwork, trust and reflexes. The main objective is to score as many points as possible.

Objective:

All players are divided into two main roles.

Offense: The player must score as many points by bringing back cones from the defense's home base.

Defense: The player must tag the offense team's player to eliminate them from the game, while moving through designated areas only (Defense Walls).

Each team will have their own Captain who is responsible for formulating strategies to win the game.

Role Selection:

Captain

Each Team's Captain will be selected:

- 1) Through a system of voting among all players
- 2) Through Mini games based on luck, like coin toss/rock, paper scissors, till only two players remain.
- 3) At Random

Player Selections + Team Roles

The power to choose players first and a team's role first will be determined by having the captains play a mini-game of luck such as a coin flip/rock,paper,scissors. The winner is entitled to select a player and a role for his team before anyone else. After the initial selection, the remaining players will be chosen one at a time by both captains.



EXIT

GAME RULES

Rounds of the Game

There are two main rounds of the game after the selection phase. Once both teams have been selected and formed, then they take their respective positions in the game world. Once both captains signal each other (Team is ready), the game for that round starts.

Round Details:

- 1) Each Round lasts for 10 minutes.
- 2) The Rounds end if:
 - i) Time Limit is up
 - ii) If Defense Team's players tag (eliminate) all the Offense Team's players.
- 3) If the time is up for the 1st Round, both teams switch roles and are allowed some time to get ready for the next Round.
- 4) After both captains signal again, (Team is ready), the game then starts again for the 2nd Round.
- 5) The Offense Team is awarded one point for each cone they are able to bring back to their base, without getting eliminated.
- 6) If a player (Offense) is tagged while holding the cone, he is eliminated immediately, and no points will be awarded.
- 7) If a player (Defense) steps out of their designated area to move around, i.e, 'Defense Wall', he is eliminated immediately from the game.
- 8) After each Round ends, the total score for that round is recorded, and compared upon completion of 2nd Round.
- 9) The team with the highest score wins the game.

EXIT

GAME RULES

Game Progression:



Elimination Rules:

Offense

The players of the offense team are eliminated for a Round if:

- 1) The player is tagged by the Defense Team, during a round.
- 2) The player moves out of the designated border of the Game Area

Defense

The players of the defense team are eliminated for a Round if:

- 1) The player moves out of the 'Defense Wall', which is a designated area for the Defense Team to move around.
- 2) The player moves out of the designated border of the Game Area

EXIT