**CSC 5430**

**Lecture**

**Assignment #1**

**20 points**

**Due September 11th**

**2019**

**Answer each of the following questions. 5 points each.**

**1. #1 on Page 29 of Adams.**

**2. #2 on Page 29 of Adams**

3. **#4 on Page 29 of Adams. Explain your reasoning regardless of whether you agree or disagree.**

4. **#3 on Page 30 of Adams.**

**Give your answers in Word. Submit to the CSC 5430 “Assignment 1” folder on Canvas by the Due Date for full credit. Follow the submission instructions in the syllabus for full credit.**

1:

My game will be a puzzle game. It will be played with 2 players. Each player will have a board with different paths and a ball in the center. the goal of the game will be to advance the ball from one end of the board to the other while avoiding touching the edges. Touching an edge will be worth an immediate return to the starting square and a penalty of 10 points. The first player to finish 5 different courses and with the highest number of points will be the winner and will be progressed in a world ranking.

This game it’s a competitive game because:

* Two players clash at the same time for the win
* You can lose or win
* We have rules
* We have a gameplay

2:

This game will be played as follows. 2 players will face an artificial intelligence in a game of chess different from the one we know today. Players' pawns will be split in half, each player will have one half. If player 1 moves his pawn, then the same player 2 pawn will move symmetrically at the same time. This gameplay will force the 2 players to cooperate to find the best solutions to defeat the enemy.

3:

Backgammon: It’s a board game where 2 players have a set of 15 chips each and they will need to take them to the opposite side of the board after they are rolling dices. It’s both a luck and strategy game because of the dice. However, the position of each piece on the board can block or allow those actions. The game end when a player wins by taking out all his chips.

Poker: It’s a card game. Each player has the same amount of money at the start of the game. The purpose of poker is to take the money of the opponents, and we win if the cards we have are better than the opponent.

Bowling: A game consists of 10 frames and the bowler is allowed to roll the ball two times in each frame to attempt to knock down all the pins. A strike is when the player succeeds in knocking down all ten pins with the first roll. A spare is when the player is able to knock down the remaining pins with the second roll. The player wins if he has more points than his opponents after 10 rounds.

Botticelli: One player thinks of a famous real person, alive or dead, and says. The guessing players then try to stump the main player, and thereby gain the right to ask a yes/no question about the identity of the mystery person.

4:

A game cannot be limited only to actions and challenges. If there is no story or a world behind the game, then the players will get bored quickly. There is no game without history or without a world. Imagine a mmorpg without stories and without a world, would be a game totally meaningless, or the interest even to play the game will not present itself. Having a story and a changing world will push players to excel and play the game in a natural way. They will determine themselves the challenges that will come their way, they will feel inspired by the story and the world around them to the point that some players will be able to write stories about this game to expand his universe. So no it is not appropriate to have a game without world and history.