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GAME 601 – Game Prototyping

31 August 2019

### Game Modification Exercise

#### **Supercharged Tic Tac Toe**

This modification for the classic Tic Tac Toe game expands the board and adds a second goal after the original goal of lining three pieces up. It hopefully adds some more depth and excitement into the original without overcomplicating it with too many rules and significant changes to the base mechanics.

- 2 Players
- 6x6 Board

Goal:

Have the most links from supercharged pieces when the board is filled at the end of the game.

Rules:

- The game starts exactly the same as the original, one player uses X pieces and the other O pieces. The goal is still to line up three of their pieces in a line (vertical, horizontal, or diagonal), each playing one piece per turn, the only difference is there is a lot more space now in this expanded board.
- Once a player reaches three pieces in a line, they cross it out and become **supercharged** (Figure 1). Their pieces now look like the original but with double lines (X supercharged looks like a tilted hashtag and O supercharged looks like a donut) (Figure 2). This player now gets to go again and place their first supercharged piece on the board.
- The goal for players once they have supercharged is now to have as many **links** as possible when the board is filled. Links are achieved by placing two supercharged pieces in adjacent spots (vertical and horizontal but not diagonal) (Figure 3).
- If a player's supercharged piece is surrounded by three linked supercharged pieces of the opponent, it gets destroyed (Figure 4, 5).

- **Strategic Decision: Trade Off**

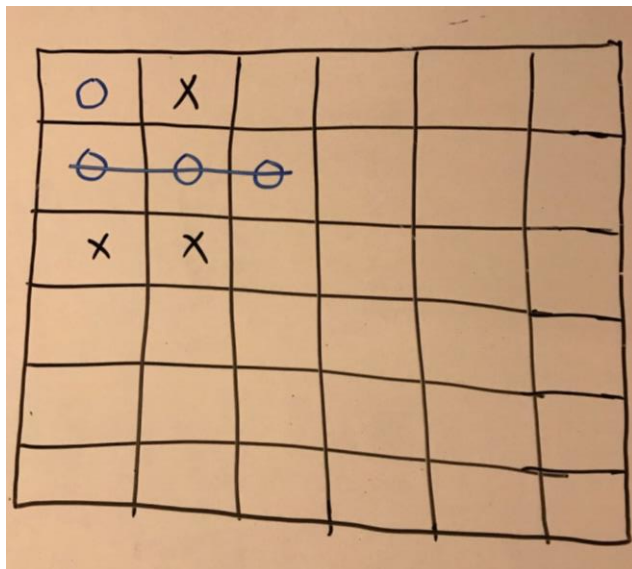
Once you have acquired 5 links, you can choose to improve your attack or your defense. Improving your attack will require 1 less link surrounding your enemy pieces to destroy them.

Improving your defense will make it so it takes 1 more enemy piece surrounding you to destroy your piece.

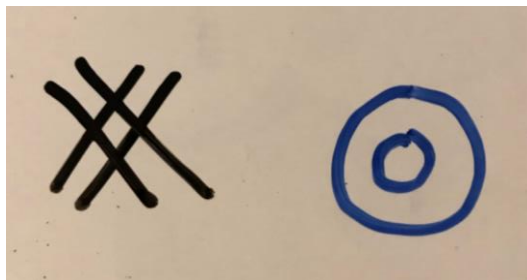
You can improve stats more than once in a game and the effects stack up.

(Keeping track of stats is recommended to know what the current state of attacking is).

Images:



**Figure 1**



**Figure 2**

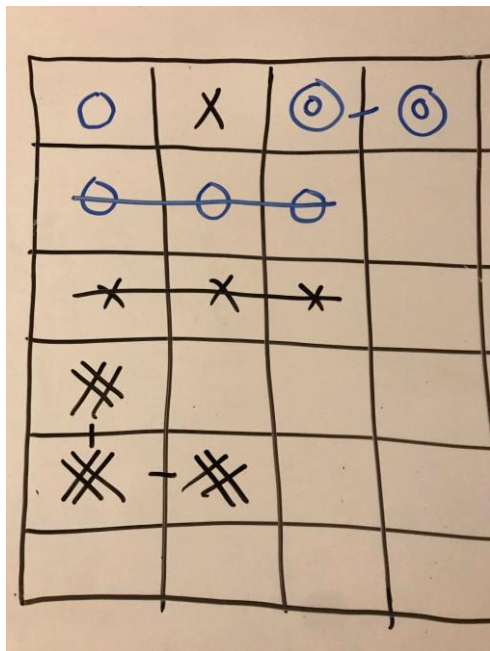


Figure 3

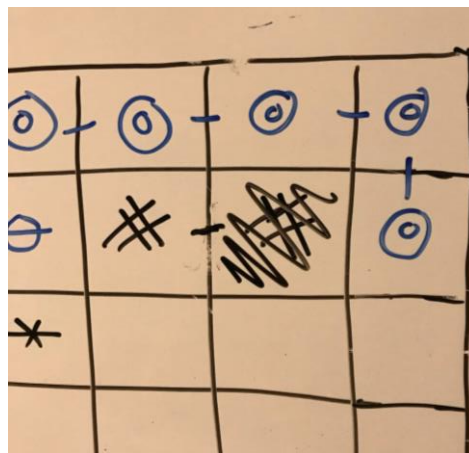


Figure 4

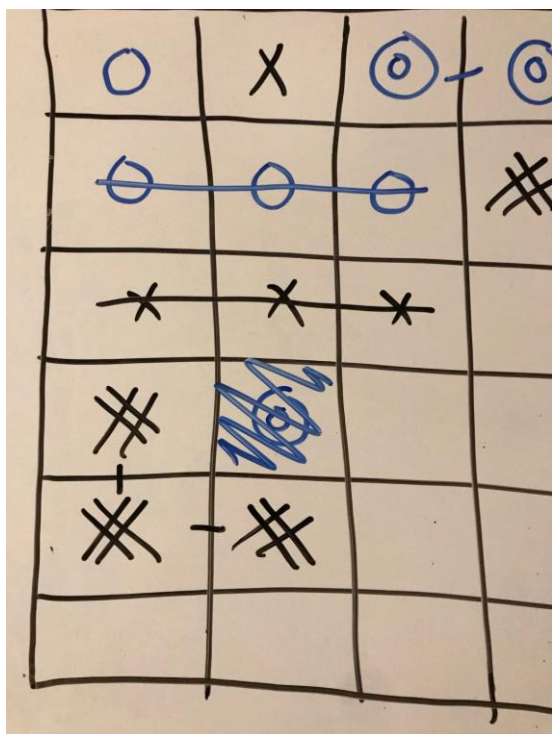


Figure 5