

The Number Guessing Game

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Abstract

The purpose of this game is to let several players take turns guessing the numbers written and hidden by one of the players, and the player with the closest number is the winner of the game.

Game Rules

Players: 1 number holder, 2-5 number guessers

Numbers: 1-100

Objective: The player guesses the number created by the number holder, and the highest scorer wins the game.

Rules:

1. The number holder creates a number and writes it on a paper or a memo on the mobile phone to avoid midway changes and maintain the fairness of the game.
2. The number selected should be the number of guessers multiplied by 20.
3. Each guesser has an opportunity to ask yes or no question, and the number holder can only give yes or no answers.
4. The guesser writes the answer on paper or on the mobile memo at the same time. The player who guessed the closest number to the correct answer scores one point, and the player who guessed the right number scores two points.
5. Replace the number holders in a clockwise order until everyone has rotated the number holder.
6. Count everyone's scores. The highest scorer wins the game. If there is the same score, the match is played until one player wins.

Procedures:

1. Number holder create a number
2. Guessers guess it and write it on paper
3. A player who guess the closest number gets 1point and guess the correct number win 2 points.
4. Count everyone's scores. The highest scorer wins the game.

Obstacles: More players more yes or no questions, it makes this game less challenge.

Outcome: A player who guess the closest number gets 1point and guess the correct number win 2 points.

Design process statement

After seeing these game lists, my team members (Zak, Jocelyn, Drew) and me (Tianyue) decided to choose The Number Guessing Game. At the beginning, we designed the rules of the game and tried it out, then we modified some unreasonable rules. I think that every player has a yes or no question is a good idea for guessing the final number.

In the following time, I conducted research and modified on the main principles of the game (players, objective, rules, procedures, resources, boundaries, and outcome). For example, the original rule is that the players tell the guess number in turn, and then changed it to write on paper and showing at same time. Then I made sure the game ended when everyone had been the number holder. Because of more guessers more questions, it makes this game easily. For making it not easy to guess, I think the maximum number of people is 5. This makes the advantage of people who guess the correct number more obvious.