

- 1) What are 5 uses or benefits for a paper prototype.
 - a) Rapid iterations of game ideas to fix flaws, and make enhancements to the game
 - b) Great for brainstorming ideas.
 - c) It is cheap and inexpensive.
 - d) You can document game rules, character stats and environment.
 - e) Simulated experience of game mechanics and game flow.
- 2) In the race to the finish example describe 5 key components.
 - a) Environment: Squares along a path.
 - b) Starting Point and Finishing Point.
 - c) Goal: First player to Finishing Point wins.
 - d) Conflict: Encounters & Obstacles.
 - e) Rules: All players begin at Starting Point & the kid goes first. Shuffle the cards and all players draw a card.
- 3) Describe the game mechanics for the paper prototype slot machine.
 - a) 3 or more reels.
 - b) 20 slots per reel.
 - c) Roll D20 for values.
 - d) 3 rolls per each reel.
- 4) What are the action card rules for the paper prototype of the First Person Shooter.
 - a) Each player has 10 action cards
 - b) 4 Move Cards, 3 Aim Cards, 3 Shoot Cards.
 - c) Move Cards - move 1, 2, 3, 4 squares
 - d) Aim Cards - Turn to face any direction (such as towards an enemy)
 - e) Shoot Cards - Shoot your weapon forward.
- 5) Describe 2 ways one could make it a better FPS paper prototype.
 - a) Players have health points, and getting shot reduces a player or enemies HP.
 - b) Different Weapons, such as melee weapons that have no ammo but do less damage and have no range.