

Whiffle Golf

Rule Set

General

- A total of 2-4 players can play at one time
- Each player will be designated one whiffle ball that they will use for the entire game
- A total of 3 rounds will be played
- The winner is decided by the least amount of swings/hits at the end of 3 rounds
- The T-Shirt marker must be on the ground flat

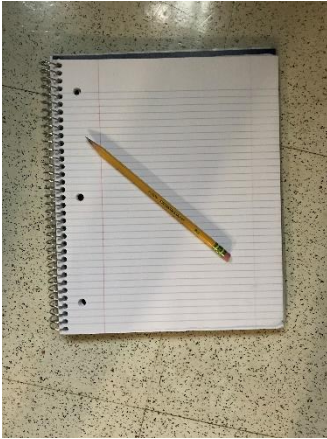
Mechanics

- The game will start off placing the T-Shirt marker anywhere in the vicinity of the playing area
- A mutually agreed spot for the T-Shirt marker will be placed in the vicinity of the field and each player will start in an agreed spot
- Each player must get their whiffle ball to touch the T-Shirt marker in order to end their part of the round
- A score keeper must keep track at the amount of attempts it takes for each player to hit the T-Shirt marker
- After each round, players will start hitting/throwing at the spot that they just ended and set a new T-Shirt marker will be set by the person with the lowest amount of attempts that previous round (if a tie were to occur, a best out of 5 rounds of rock paper scissors would determine the spot of the next T-Shirt marker OR if all parties agrees to a specific spot for the maker)
- If a tie occurs between two or more players, then an additional round is played following the same round procedures as before (Round 1: Throw. Round 2: Hit Round. Round 3: Throw/Hit) until one players gets the least amount of attempts in a round first. *Note: If
- Round 1: Throw round. Round 2: Hit round. Round 3: Throw/Hit round (however once the players choose to hit or throw the ball, then they must continue that way of playing for the rest of the round)
- During Round 3 the T-Shirt marker will be placed first, then each player will choose to either throw or swing for the entirety of that round

Player

- Throwing players will be given one throw per in each turn
- Hitting players will be given 3 tries to hit the whiffle ball each turn (like 3 strikes during a baseball at bat)
- All hits must come from throwing the whiffle ball up in the air and hitting it with the bat
- No golf swings can be made with the bat to hit the ball

Key Visuals and In Game Pictures



Score Keeping



T-Shirt Marker



Whiffle Ball Bat



Whiffle Balls



Game in Action

Play Testing Report

What's been done

A total of four playtesting experiences have been coordinated. The first play testing took place with four classmates of the Intro to Games course. The next three play testing experiments took place within the same four individuals that who fit the criteria of the target audience of this game.

What have I learned

As a result of the four playtesting a number of rules and mechanics have been modified to fit to a well-balanced fun experience. I have learned a multitude of different themes from creating this game and working with a group of people such as balance, fairness, and fun. These themes are a result from the changes I ultimately made with the help from my target audience

Overall Changes

- Original: Players were given the choice to either throw or hit the ball / Updated: Round 1: Throw. Round 2: Hit Round. Round 3: Throw or Hit
- Original: Hitting the ball with the bat like a golf swing was allowed / Updated: Balls must be hit while in the air during a hitting round
- Original: Players were only allowed one attempt to swing at the ball with the bat / Updated: Players are given three attempts to swing at the ball with the bat
- Original: All player must mutually agreed to a spot for the T-Shirt marker / Updated: After the first round, the player(s) that had the lowest amount of attempts in the previous round determined that next spot of the T-Shirt marker

Speaking to target audience

The target audience play testers had a huge role in determining the many changes and alterations of the rules and mechanics of the game.

Requests from target audience

Many requests from the target audience were made. Changes such as balancing out the throwing/hitting rounds, giving the player more attempt to swing at the ball, and not allowing any golf swings with the ball on the ground to be prohibited.

Audiences responses from the game

The overall response to the changes made have been extremely positive. The targeted audience loved the new rule set as they saw it changed the game drastically and made it fairer for all types of players.

Critical Reflection

Which goals I chose

The goals I chose to focus on were the Social and Mastery factors of a gamers motivation from the Gamer Motivation Model by Quantic Foundry. More specifically Competition, Community, Challenge, and Strategy were motivational traits that I was trying be apparent when playing Whiffle Golf. These traits I saw can create an immersive experience having the social aspect of playing with others in golf and the strategy of whiffle put into a great game together. From the looks of my playtesting I have succeeded in producing the Social and Mastery elements of motivation within my game when observing my audience, given their responses and feedback to the game itself.

How those goals translated to the game

When setting the two goals into my game, Meaningful Skill and Making a Statement emerged themes were able to emerge from my game (Evaluating Game Mechanics for Depth by Mike Stout). Ex: Hitting the whiffle ball for long distances (Meaningful Skill), choosing different spots for the T-Shirt marker (Meaningful Skill), having the T-Shirt marker stand out on the ground for players to aim at (Making a Statement), having players choose to throw the whiffle ball when the T-Shirt marker is fairly close (Making a Statement). These examples show how these two themes were shown off in the game. As a result, the Social and Mastery gamer motional factors as a result were a success as players were able to chat, socialize and be competitive and also develop skills and strategy in order to overcome the difficult stages of each whiffle ball game.

Challenges

Balancing the game between throwing and hitting mechanics, creating fair rules for hitting (3 tries to swing and no golf swings), figure out a system to for players to choose a spot for the T-Shirt marker.

Citations

http://www.gamasutra.com/view/feature/5901/evaluating_game_mechanics_for_depth.php

<https://ilearn.marist.edu/access/content/group/aab9b114-c289-41fb-a7f9-332fa8e05ccf/Readings%2C%20Links%20and%20Games/Due%20Feb%208/Gamer-Motivation-Model-Overview.pdf>

a. Why did you make this game?

I made this game because I really like whiffle ball and wanted to put a twist on that with another sport, in this case golf.

b. How well do you think met the objectives of the assignment and why?

I think I met the objectives well for this assignment as my game classifies as a “Big Game” and the game is in a polished state with a final set of rules and game materials (ball, ball,

marker). Not much more can be done with the game, other than tweaking the rules slightly, as the game should be considered as a finished project.

c. Reflect on the process of the design of your game

The process went fairly good through the design of my game. The rules and mechanics I made at the beginning of my game's development cycle were great from the start. The only thing that needed tweaking were the fine details of the game (rules, balancing, mechanics). Other than that everything is went fine and smoothly.

d. How was your game unique and different from other games?

My game is unique when being compared to other games because it is a mixture of two other games, whiffle ball and golf. The common person would not think to put the two games together into one. However, I was able to take elements and mechanics from both games and combine them into one for a coherent experience. Using the throw and swing mechanics of whiffle ball and combine them with attempt based scoring and marker based objective from golf, created an unorthodox experience for a game that has not really been explored too much in other types of games.

e. How does your game fit the criteria of being a Big Game?

My game fits the criteria of a "Big Game" because it can be played almost anywhere outside and is gameplay driven. There is no story or narrative for this game, it is you and the game itself.

f. What contribution does your game make to our understanding of games as "systems" "art" "tools" or "community"?

Whiffle golf directly contributes to our understanding of Games as Art. A component of art is combining things that necessarily people would not think got together, and making them work well with each other. That is the same philosophy in Whiffle Golf, because most people would never think that whiffle ball and golf could ever fuse together to create a coherent game.

Design Brief

Name of Game	Whiffle Golf
<p><i>Brief synopsis of the concept for the game, including game play and general feel (1-2 paragraphs)</i></p>	<p>This game takes the form of both of whiffle ball and golf. The whiffle ball mechanics incorporated in this game is the whiffle ball itself, throwing the ball, strategy of the placement of the T-Shirt marker, and hitting the ball. The golf mechanics incorporated in this game is the score keeping, lower amount of attempts = better score, and getting a ball to hit a specific spot in the field. In order for a fair and balanced experience, all players will be given one throwing round, one hitting round, and one round where each player gets to choose which style they will partake in. This in turn will help with the balance of the game for players who lack in either throwing or hitting a whiffle ball. The third round is supposed to meant as a free for all where the players are given the ultimate decision they see fit to play that round.</p> <p>The general feel of the game should be strategy with a little bit of fun mixed in. The strategy part of the game is strategically placing the T-Shirt maker before each round, also choosing whether to throw or hit round in the 3rd round. The fun part of the game should occur when people not used to hitting a whiffle ball or hitting a whiffle ball at an extremely short distance near the T-Shirt maker, and the throwing part of the game should the most basic way of playing. All in all the goal for this game is to be both strategic and have a couple of laughs in the mix to create an overall enjoyable experience.</p>
<p><i>Which of the assignment goals does this meet?</i></p>	<p>This satisfies the assignment goals as a “real world” “Big Game”. This game can be played almost anywhere outside. This game is targeted specifically people who enjoy the mechanics of both whiffle ball, golf, and sport fans. This game is in a polished state with real life materials. The games is fun and innovative. Finally, this game explores thematic goal of Games as art.</p>
<p><i>What specifically are you trying to show, express, teach or encourage (thematic goal) – think back to the “games as systems” “games as art” etc.</i></p>	<p>What I am trying to show is that Whiffle Golf shows Games as Art. Here I combing two types of games, Whiffle Ball and Golf, and taking aspects from each of them, then creating a creation of both games. I want to show that two games with entirely different mechanics can be put together for a coherent experience.</p>
<p><i>What are the game goals (what are the in-game objectives?)</i></p>	<p>The main goal of the game is to get your whiffle ball to hit your T-Shirt marker in the least amount of swings/hits. Some in game goals would be to get the least amount of swings/hits in a single round so you can choose the location of the next T-Shirt marker.</p>
<p><i>Who is the target audience?</i></p>	<p>The target audience is any sport loving fan and fans who like unorthodox game mechanics.</p>

<i>What are the game mechanics?</i>	Some of the game mechanics are throwing the ball and hitting the ball with a bat.
<i>General rules?</i>	Either hit or swing at the ball to get it to touch the T-Shirt marker in the least amount of attempts. There will be three rounds (throwing round/hitting round/hitting or throwing round). A winner is decided by whichever player has the least amount of attempts at the end of all three rounds.
<i>Genre?</i>	Sports
<i>Number of players?</i>	2-4 players
<i>What games / media were inspiration for this game?</i>	Whiffle Ball and Golf were big inspirations for this type of game.
<i>Why would people play your game?</i>	People would want to play this game to be an unorthodox version of whiffle ball with some mini golf mechanics.
<i>Give an overview of any story, characters, visuals, or mechanics not mentioned previously.</i>	No other information is needed as the previous boxes sufficiently answer what is asked.
<i>Images of the game and other materials should be pasted in below this chart.</i>	