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GAT 211A—Fall 2014

Instructor: Jeremy Holcomb

Project 2

Map X—Type of Map  
Name Of Map

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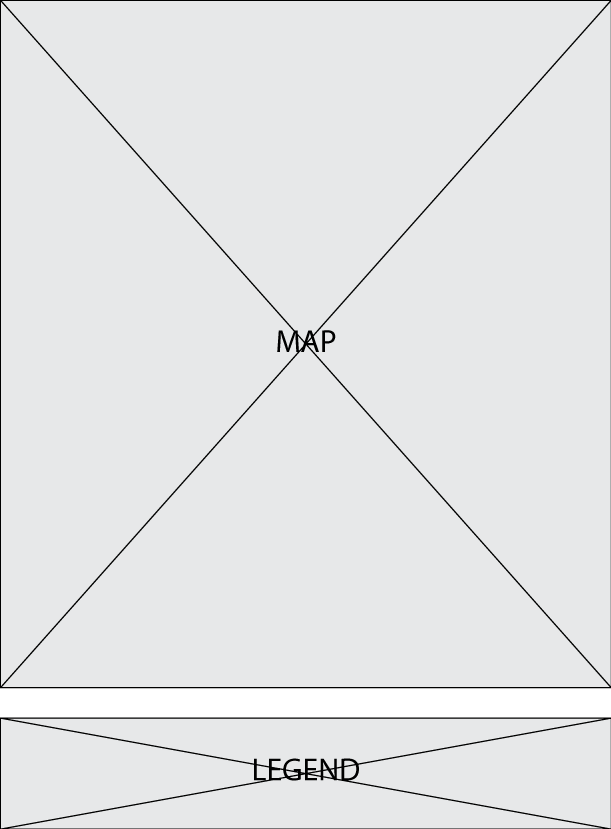
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Map



Design Concept

The first version of the game was informally tested between my wife and me prior to developing the second version of this game. The sheer amount of dice and the complexity of the maximum total value called for some changes to be made for this game before I formally playtested this game in lab.

my boxing theme.

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MDE

Mechanics

* mechanic
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Dynamics

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Experience

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Intensity Curve

Overview

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Point-Analysis

* Point 1

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my boxing theme.

* Point 2

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my boxing theme.

* Point 3

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my boxing theme.

* Point 4

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my boxing theme.

* Point 5

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my boxing theme.

* Point 6

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my boxing theme.