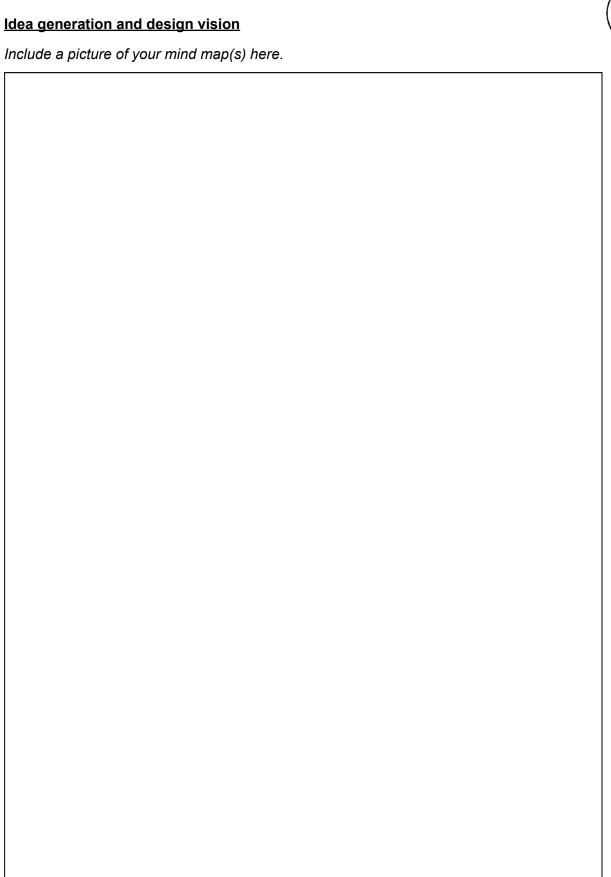
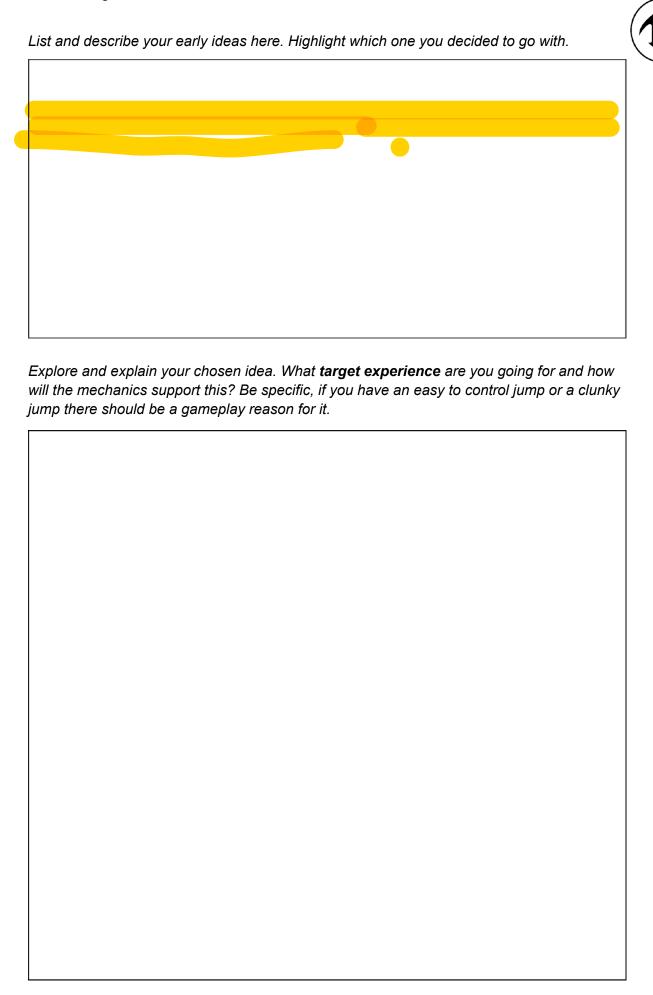
NAME:	CLASSGROUP:
VIDEO LINK:	
Modification of an existing, abstract board/ca	rd game
Briefly describe the game you analysed. Mention Describe the different elements of play .	title, genre and goal of the game.
Which element did you modify and how?	
How did that affect the experience? Was this the	desired result? Why (not)?









Current prototype



What are the controls? How do you finish the game (what is the goal)?	