

### Group 7: Very Simplified Bronco

1. Is this game considered a “game” according to the definitions we covered in class? Discuss. If the game is a game according to some definitions but not all, explain both.

- This game, Bronco, would be considered a game according to definitions from Maroney, McGonigal, but not necessarily by Schell and Crawford. Bronco fits Maroney and McGonigal’s definitions because there is a goal: to “roll dice” and obtain numbers corresponding to the current round and obtain points (per round) and to obtain the largest amount of points at the end of six rounds. There is a set of rules/structure: rolling three dice per round, points are awarded if player rolls number that is the same as the current round, bonus if all dice land on the current round number, etc. There is a feedback system, keeping track of points and announcing a winner at the end of the sixth round, and it is played voluntarily. However, I do not believe that Bronco meets Schell’s game requirements because it is a game of chance, rather than a problem-solving activity, and lacks the “challenge” discussed by Crawford, although, there is a definite element of competition.

2. What makes this game seem “broken”? Why is it not very much fun to play?

- This game may seem “broken” because of its simplicity. Bronco may not seem like much fun to play because apart from the act of “rolling dice”, there is very little user interaction. Bronco is purely a game of chance, where the points (and thus the winner) are determined by random rolls of dice.

3. What are the constitutive rules of the game?

- The constitutive rules of the game are:

- Two-or-more player game; lasts for six rounds
- Each round, players take turns rolling three dice. For every die that lands with the number that corresponds to the round number (e.g. a die that lands on three during the third round), players get that number of points
- An extra bonus is given if all the dice land on that same round number
- At the end of six rounds, the player with the largest total points wins

4. How can you make this game more fun? Brainstorm, come up with a revised game, and playtest. Then brainstorm and revise more as necessary and playtest again!

- We had multiple ideas to improve the game and make it more interesting. First, we considered changing the way points are received to make the game more exciting. We also wanted a way for players to not fall too far behind in points. Then we considered changing from the standard 6-sided dice to 8 to 10-sided dice. Then we considered allowing players to trade their current roll for another change to roll the dice. Then we considered allowing players to roll additional dice to add to their potential score but also limit the amount of additional dice they can roll. We tried several different concepts: a slightly modified version of the game that allows the player to decide on greater risk and reward during their turn, a version where players get +2 bonus dice every turn and they can use up to 3 bonus dice after their normal roll for more bonus points, etc. We eventually decided upon a re-roll function that gives each player the ability to roll again during each round if they are unhappy with the outcome of their original roll, making the game feel more interactive and participatory, and visually represented each of the three dice for each player's turn. In addition to the original bonus point qualification (An extra bonus is given if all the dice land on that same round number), we modified the game so

that a player obtains bonus points if they roll a sequence of numbers in increasing numerical order (2,3,4 or 4,5,6, etc.)

5. What are the operational rules of your new game? What are the constitutive rules? Which elements of fun (of the eight that we discussed) did you incorporate?

- Operational Rules:

- Player uses a mouse to click on appropriate “buttons” on the Processing screen
- Bronco game only progresses when mouse is clicked on the interactable buttons (clicking elsewhere does nothing/ does not progress the game)
- Player uses a keyboard to input necessary information to the Processing window (must also input valid inputs when requested)

- Constitutive Rules:

- Two-or-more player game (limit of 9); lasts for six rounds
- Each round, players take turns rolling three dice. For every die that lands with the number that corresponds to the round number (e.g. a die that lands on three during the third round), players get that number of points
- An extra bonus is given if all the dice land on that same round number
- Another extra bonus is possible if a player rolls a combination of three consecutive numbers
- After a player rolls the dice on his/her turn, he/she can click the “**reroll button**” one time in order to redo the roll result of their initial roll. By doing this, the player forfeits his/her score gained (or not gained if scored received was zero) and performs the roll of three dice again. The player will receive a new score based on the rerolled dice result, but in return the **score will be halved from what he/she would have actually received** based on the roll result
- At the end of six rounds, the player with the largest total points wins

- Elements of Fun:
  - Sensation – the game now has a visual representation the three rolled dice per each player's turn for all six rounds
  - Challenge – the game is a clear competition between two or more players to obtain the largest number of points in the end of six rounds
  - Submission – the game could be a “mindless pastime” because the only user interaction needed is clicking the roll/re-roll buttons on the monitor screen until the end of six rounds.