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Gaming development periods 9-10

What makes a game?

A game is something that in its core, is fun. Although many games are made for multiple players, some can be played without others, for example, solitaire. A game is something that has clear rules, a defined objective, and most importantly, is fun. If it isn't meant to be fun, it is not a game at all. Many games also involve the use of a board or cards, while others use computers to simulate worlds. Almost all games require other physical objects, there are some games which require no outside items at all, or mental games. These games can be things like the alphabet game or similar.

The game that we played was Scattergories. Scattergories had several important rules. The most important rules are as follows: first, when you roll the dice, you must use only that letter to create words relating to a topic, second, to begin a round, you must start the timer with your desired time, and third, you may only score points if the word you came up with does not match other people's words and relates to the topic.

Games change greatly when you change the rules, since that is the essence of the game. For this game, I am going to change one rule. The rule I am changing is a scoring rule. In order to score points, you must have the letter, and topics matching as normal, but you must have an identical answer to someone else to score. While this may keep scores close by awarding the same number of points to 2 or more players, it will become more competitive when played with people you know very well.