

FINAL PROJECT GUIDELINES

Final Essay (15%)

- (i) Choose/Analyze a strategy for one of the games we have played
 - Egyptian Rat Slap, Kremps, Texas HoldEm, Hearts, Coup, Settlers of Catan, or Avalon
 - The strategy does not necessarily need to be something you play tested during this semester. Just some successful strategy you observed, whether implemented by you or someone else.
- (ii) Explore the strategy in your essay (perhaps answer these questions, or others)
 - What game is your strategy for (pretty important?, so please make obvious)?
 - How do you implement it?
 - Why does it work?
 - What are some countermoves that another player can use to defend against your strategy?
- (iii) Formatting
 - 1 page max, double spaced, 12-point Times New Roman, 1 inch margins
 - Name, Student ID, Title at top

Example essays posted at @ <https://artofthegame.github.io/FinalProject.html>

Final Presentation (10%)

- (i) Choose/Analyze a strategy for one of the games we have played
- (ii) Prepare a 4-5 minute presentation about the game discussing the following points:
 - (1) Rules
 - You do not need to explain every single edge case rule, just the general idea of the game, enough to understand the main idea for the rest of presentation
 - (2) How it applies to this class (perhaps answer one of these, or others)
 - Strategies?
 - Number of players?
 - Length of game?
 - (3) Note: Even if the game is not perfect in every aspect (e.g. longer than the 2 hour class time), still present on it if you find it interesting enough
 - (4) Prepare for a few questions after
 - (5) Any presentations exceeding 5 minutes will be ended
 - (6) Sample presentation will be done in class on April 4, 2018