# Game Innovation Programme
## Game Designer Test

**Name: _____**

**School: _____**

## Instructions

Thank you for applying for the Game Designer position. Please do not freak out over the word 'test'; it is more like an assessment tool for us to have a better understanding of your competency and ability.

In this test, there are 4 sections. Please read the questions and instructions carefully and as with any other tests/exams, double-check before submission. If you have any questions, you may contact us at **gamelab@sutd.edu.sg**

You can submit your answers to us in **a separate word document.** Indicate your full name and school in the answer sheet. Name the zipped file **GIP2015_Designer_YourFullName.zip**. Upload the zip file to a file transfer service (e.g. Dropbox) and submit the link to the web page indicated in the confirmation email.

*Note: Since this is a take-home test, you're encouraged to research online or consult others. However, we do not entertain answers that are obviously plagiarized.

**Section ONE: Game Analysis**

1.  What is your favourite genre of video game?  Explain why you like it, and support your explanation with at least two examples.

2.  What is your least favourite genre of video game?  Explain why you dislike it, and support your explanation with at least two examples.

3.  Cite an example of a popular game from your least favourite genre.  (It does not need to be a large or complex game, and can also be one of the games named above). Describe at least two key game features from that game, and discuss how these components interact with one another to make it a better game.

**Section TWO: Tasks**

Play *Diner Dash*: you can find an online version of it for free, here:
http://www.shockwave.com/gamelanding/dinerdash.jsp.
Please play the "Endless Shift" mode.

1. Thinking in terms of game design – not just player goals or achievements – what does having differently coloured tables/seats add to the game?

2. One of the rules of the game is that the player can assign only one group of customers to a single table, even if the table has enough spare seats for another group of customers. (For example, you cannot place two separate 2-person groups at a 4-seat table.)

   Why do you think this rule exists in the game? Do you agree or disagree with such a design decision? Explain.

**Section THREE: Prototyping**

Improve the card game ***War***. *War* is a two player card game played with a standard 52 card playing deck. The classic game rules follow:

- Shuffle and deal a deck of cards into two equal stacks: one for player A, one for player B. Without looking at the cards, each player takes a stack, and places it in front of himself.
- Each round, each player flips over the top card on their stack, and compares the value of the revealed cards. The higher card 'wins' the war, and 'captures' the other player's card.
    - o Card values from lowest to highest: A, 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King
- The winning player takes the card they played, and the captured card, and places them into their personal discard pile.
- If players reveal cards of equal value, a 'war' is declared.
    - o Players deal 3 additional cards; face down, behind their original revealed card. These cards are the 'stakes' for the war.
    - o They then flip up the next card on their deck, and the higher value 'captures' all the cards on the board (stakes + revealed cards) into the winner's discard pile.
    - o If the revealed cards are identical in value, another 'war' occurs, winner takes all.
- Repeat, until players have run out of cards in their stacks, at which time they turn their 'discard' piles into neat stacks, and use them as their hands.
- Winning *War*: The game is over when one player runs out of cards - the other player is the winner.

As detailed, *War* is a long, tedious game of chance. Most players quit a game of *War* long before it's over! Here's your challenge: turn it into a strategy game, reducing the element of chance so that a skilled player can usually beat a lucky player.

Constraints: Starting with the basic rule set listed above, you may change or add up to 5 new rules.

1. Delivery: List the full rule set for your new game. (Additionally, you may choose to give it a new title.)

2. Explain how your new or modified rules make this game a strategy game, rather than just a game of chance. Why did you choose these rules?

3. What new rules (or changes to existing rules) did you consider but discard along the way? Why did you discard them?

4. How did you approach solving this problem – what methods did you use to generate your new game?

**Section FOUR: Documentation**

Communication is an essential skill for a designer to have, and a good Game Design Document (GDD) is one of the most important forms of communication you can have with your team, especially during the early stages of a game project.
A proper GDD should detail the mechanics, features, and gameplay of a game, such that even those unfamiliar with your game should have a good understanding of how it works just by reading your documentation.

Draft a short GDD detailing the game of **Tic-Tac-Toe**.

Imagine that none of you have ever heard or played this game before, so you will need to describe in full how it is played, the objective(s) and rules of the game, how it is won/lost, etc.

Images supporting your descriptions would be helpful, but are not compulsory.

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**END OF TEST**