**Slack-Off**

1. **SET-UP**
   1. Open Discord or Slack and make group chat
   2. Designate a first translator (player 1)
2. **START OF ROUND 1**
   1. Translator (player 1) randomly generates sentence/phrase
      1. ***Create*** or ***Choose a written prompt from below (pick 1-2; highlight to see)***
   2. Translator (player 1) then tries to explain the written prompt using emojis, sending them to in the public chat **(15s)**
   3. Each player in the chat (excluding translator) writes a funny phrase in the chat that represents the emojis written by translator **(15s)**
   4. Players vote on which response they think is best (using the like function to like response in the public chat and represent a vote)
3. **END OF ROUND 1, START OF NEW ROUNDS**
   1. The role of translator rotates from player to player each round until...
4. **END GAME** 
   1. First player to earn a tally 2 x total players
      1. (a player with 8 total votes wins in a game of 4 players)
5. ***Phrase Idea Formulas:***
   1. Adjective + animal + “are great” + noun (alliterating)
   2. What you think when you get up in the morning
   3. Oxymoron
   4. Colloquial phrase
   5. Controversial topic
   6. News article title
6. ***Library of Phrase Ideas (pick 1-2; highlight to see)***
   1. Jumbo shrimp soup
   2. Better safe than sorry
   3. Why is wet water watery?
   4. Sleepy fishsticks
   5. Flowering fungal infection
   6. Can you help me find my belly button?
   7. Happier honey have healthy habits
   8. Plump and angry toad feet
   9. Finders keepers
   10. Where are the origami flutes?
   11. Greater good greater food
   12. First come first serve
   13. Battle of the bossy babies
   14. When was I born?
   15. I can’t help renaissance artists
   16. Birthday baddie-boo
   17. A gentle tiger fish has dental degree
   18. The polar bear ate the spaniard
   19. Last to party first to the game
   20. Chubby ants eat gorgeous leaves
   21. Oranges flamingos shine like carrots in the sun
   22. Mammoths are slow like thoughtless iguanas
   23. Nuclear destruction creates friends
   24. Elegant porta-potties are calming
   25. Muscular hippos are great at conversation
   26. Great work on your short film about 70s video games
7. Platform: Slack/ Discord
8. Players: 4+
9. Time required: 15-20 min

Game/Play, big project #1 // Make a Pandemic-Friendly Social Game

because we are in a pandemic in case anyone didn’t notice

**Your task:** Design and document a multiplayer social game that uses an existing communication platform. This includes Zoom, Twitter, Facebook, TikTok, Twitch, Discord, Slack, etc etc.

The game should be entirely playable with any extra technical infrastructure.

Your goal should be to take advantage of the unique characteristics of your chosen platform in order to create a game that works **better** because people are separated from each other (rather than playing in the same room or on a dedicated game server).

*Ask yourself: what does Zoom/Twitter/TikTok/Discord do well (or poorly) and how can I design interactions that take advantage of this?*

The due dates and deliverables for the project are as follows:

* A playable prototype is due by **9am October 21st** (for the Wednesday class) or **9am October 23rd** (for the Friday class). This should be a google doc or PDF that explains exactly how the game is played.
* You will be expected to play and provide feedback on at least two of your classmates games. This will be due by **Monday October 26th** (for the Wednesday class) or **Wednesday October 28th** (for the Friday class) to give time to take the feedback into account.
* The finished playable game is due by **9am October 28th** (for the Wednesday class) or **9am October 30th** (for the Friday class). This should be a well-designed PDF document explaining the rules and anything necessary to play the game, as well as documentation of the game being played. This should be a short video (1-2 minutes, landscape orientation) introducing the game and showing it in action.

All submission materials should be uploaded into the class Google Drive as usual. The video can be uploaded to a streaming service if that’s easier for you. Feedback on other games should be posted to the #assignments channel in Slack.

If you need testers for your game, please post on the Slack group to see if anyone is available to test. I would also strongly suggest you take advantage of the #playtest\_garden channel on the Game Lab Slack, and don’t forget about Matteo’s help sessions too: <https://calendly.com/matteo_uguzzoni/30min>