

## CI410 Week 2 Lab (16/10/2020)

This week you are asked to produce a revision of the game you created last week to make the rules more balanced and to articulate those rules more clearly to your player. Or start a new game keeping balanced rules in mind.

### Step-By-Step exercise instruction

Return to the one-page game you created last week, or if you prefer, try out a totally new game. The goal of this exercise is to consider the peer feedback you received from last week's game and think about how you might use what you've learned to improve your next game. How can you articulate the world or gameplay rules more clearly, and/or balance the rules to make your game more interesting and playable?

As before, you must keep the following limitations in mind:

1. The game should all fit on one piece of paper, ideally letter-sized or A4 so people can print it out, if they wish.
2. The game should be a one-player game.
3. A short description and instructions for your game should be at the top of the page.
4. The only extra thing anyone should need to play are two six-sided dice, which are an optional element you may include in your game. If you don't have dice, there are websites that can simulate dice rolls, such as <https://www.random.org/dice>.

You can draw your game by hand or create it on your computer. Scan it / take a photo of it and save it as a PDF. Be sure the image is legible for your classmates to review. Don't forget to include a title for your game.

Additionally, to give your classmates some context, please include two statements that respond to the following questions:

1. From the previous exercise, what peer feedback did you find the most useful, and how did you incorporate it into your new game?
2. Describe how you articulated the world or gameplay rules in this game. Specifically, have you used *documentation*, *narration*, or *in-game discovery*? How has your approach to game rules, instructions, or gameplay enhanced balance or engagement in your game?

### Tips for Peer Review

Just like play testing, *peer feedback* can greatly improve the design of a game. Likewise, looking at and providing feedback on your peers' games will help tremendously in your own work as a game designer. When you're reviewing someone's project, here are some steps you can follow:

1. Examine the project.
2. Think about it and try to figure out how you feel about it.

3. Try to figure out why you feel that way.
4. Share your thoughts and reasoning.

And, finally, since these are paper-based games, it is highly recommended you print out the exercise to review it (playing it too!)