

## CI410 Week 4 Lab (30/10/2020)

This week you are asked to add a second player to your game or create a new multi-character game. You can make a two-player game or add a non-player character (NPC).

### Step-By-Step exercise instruction

Take the previous iteration of your game from Week 3 and add a PC or NPC or create a new multi-character game. The goal of this exercise is to make the game playable by more than one character. Think about the various strategies of incorporating multiple characters - PCs and NPCs - into your game and how you can maintain balance between players. As before, you must keep the following limitations in mind:

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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. A short description and instructions for your game should be at the top of the page.
3. 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, if at all?
2. Describe the approach you have taken in adding multiple characters to your game. Have you added PCs or NPCs? What strategies did you use to maintain balance between the players in your game, or make your game more exciting?

### 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!)