This week you are asked to add a core, a core loop, and a feature set to your game.

Step-By-Step exercise instruction

Take the previous iteration of your game from Week 4 and describe what the core of your game is, i.e., the one thing your game is about. Then describe what the core loop of your game is. Remember, the core loop is the primary game system or mechanic which defines your game. It comprises the most basic kind of actions that players can take. This is the element of the game that players remember most frequently or engage with most often. Once you have identified your core loop, define your game's feature set from its core using verb statements. The feature set is a list of the things you might see on the back of a game box or an ad for a game. It contains the elements of a game's design that the team wants to achieve in its development.

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. 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 type of core loop you used in your game. Is it a core progression loop, a core skills loop or something else? What strategies did you use to make players feel a progression or motivation?

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!)