

## CI410 Week 1 Lab (9/10/2020)

In this very first lab we will start with the basics: create a simple game on a sheet of paper. This game could form the basis for future labs in this module; you may continue to build your game and expand on it in future weeks, or you may choose to develop new games as you grow. But for now, keep it simple!

### Step-By-Step exercise instructions

This week you are asked to make a simple game on a single sheet of paper. Your game should include:

1. A clearly articulated goal, and
2. A degree of difficulty enhanced by chance and/or skill.

Additionally, 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> .)

Even though there are a lot of limitations for this exercise, there's plenty you can do within those limitations.

You can draw your game by hand or create it on your computer. Scan it and save it as a Word document and a PDF. Be sure the image is legible for your classmates. Once you have finished, show your document to your classmates and ask for feedback.

Don't forget to include a title for your game!