GA 3331 – Week 2 – Homework – Combat

For this homework assignment, you are to choose a battle that is either real or fictional, and resolve that battle utilizing the components given to you. Examples of battles could be: The fight between Darth Vader and Luke Skywalker in Empire strikes back, Itchy vs Scratchy, etc.

The game should involve at least 2 players, but can involve more.

You are to design a game following the rules specified, and turn in a full prototype including a one-page write up detailing the rules of the game.

# Components

* One deck of cards
* Some number of dice
* Some number of tokens

# Deliverable

* Card-game prototype utilizing all the components
* One-page write-up detailing rules of the game.

# Suggested process

1. Determine a theme.
   1. What battle does your game simulate?
2. Identify mechanics
   1. Start simple.
   2. What is the goal, and what kinds of mechanics can players perform to achieve that goal?
3. Identify the conflicts between players.
   1. How can you screw up someone else’s progress, or accelerate yours?
   2. What’s the tradeoff?
4. Playtest.
   1. Every time you add a mechanic to the game, test it.
   2. Does this make the game more or less fun?
5. Create the deliverable.