GA3331 – Week 3 – In-class exercise

# Description

You are to make an introductory-level pencil and paper RPG similar to Dungeons and Dragons, but using a historical video game as a point of reference (legend of zelda, metroid, etc).  The intended audience is high school students.

# Constraints

* You should be able to play a full game in under an hour.
* Character creation is required, although this should be really quick and yet still allow some degree of customization
* The game should come with a single campaign for 4-6 players, with a single 'referee' or 'GM' who runs the session, interpreting the rules and resolving player actions.  The campaign is essentially the video-game equivalent of a mission or quest
* The game needs rules to handle situations in which players may find themselves during the campaign.  Ie: What do players do, and how can you determine their success or failure in those tasks.

# Deliverable

* Character-generation system
* Confrontation system (if necessary)
* Other systems, as necessary
* Campaign
* Game master rules

# Suggested Process

* Choose a video game.
  + It helps to choose a game with a strong narrative, as well as strong character development (such as leveling and character progression). This will help keep the game have a good chance of surviving the conversion with fun intact.
* Choose and design the characters and setting for your campaign
  + Who are the player characters? What are their goals? Are they meant to cooperate or work against each other? Determine what statistics are necessary and what they are for. For example, you could use strength as a requirement for holding heavier weapons.
* Create a template for creatures or enemies.
  + What stats do your enemies have? If one of your player characters went head to head with these enemies, how would you resolve that situation?
* Create a template for items (if necessary)
  + What stats will the items have? Are they offensive, defensive, or something else?
* Create the mechanics
  + What kinds of things do you expect the player to do in the world to accomplish their golas?
  + Examples: Ability to shoot guns, how to resolve actions in the game (such as jumping from one roof to another, or wrestling an enemy)
* Write down the details of the campaign.
  + You probably need a character sheet for each player, as well as a set of campaign notes and rules for the GM.