3.4: List ten of your favorite games and name the objective for each. Do you see any similarities in these games? Try to define the type or types of games that appeal to you.

1. Botanicula – Save the last seed and away from spiders who are trying to destroy your home playing as five different characters who all have their own special abilities.
2. The Last of Us – In a world where an infection that makes people go insane take over, 20 years later you take a job to smuggle a teenager who turns out to be immune to the infection and possible a cure.
3. Sodoku – 9 sets of 3x3 rows that equal 9 vertically and horizontally. No number can repeat back and forth, up and down or in the box.

3.6: There are many types of rules that restrict action. Here is a list of games: Twister, Pictionary, Scrabble, Operation, and Pong. What rules within these games restrict player actions?

**Twister**: Do not move unless the color caller tells you specific body parts and color.

**Pictionary**: You must draw out the object in name without saying anything to the teammate that must answer.

**Scrabble**: With a limited about of tiles you must make a coherent word.

**Operation**: Have a steady hand as you try to fish out the bad things from the patient’s body.

**Pong**:

3.8: What are the resources in the games Scrabble and DOOM? How are they useful to players? How are they made scarce by the game system?

DUE TOMORROW

WRITE THEM DOWN ON PAPER