1.

Need for Speed: be the first to reach the goal

Monopoly: be the richest player in given time

Crazy Arcade: use bomb to kill others and be the only to survive

King of Fighters: beat your opponent

Diablo: find and slay the devil

2.

I think Minecraft is not a very interesting game because there is no explicit goal in this game.

You can create tools, weapons, or buildings in the game, but you are rewarded with nothing from them.

We can add waves of monster attack during night or devils on isolated islands so that players want to develop powerful weapons and defensive buildings against monsters.

3.

Cannot come up with one.

Each person speaks a word.

There is no game without rule.

4.

Starting action: Each player gets 2 cards, with one faced up and the other faced down

Progression action: Players take turn to "hit" (take another card), "stand" (no action), "double" (double wager and take a card)

Special action: "split" (if two cards have the same value, separate them to two hands)

Resolving action: "surrender" (retire from game)

5.

Physical boundary: players can only place pieces on the checkerboard

Conceptual boundary: people around players who are watching at the game cannot play

6.

Scrabble

Resource: all the tiles, different color of premium squares

Useful: players can use tiles to spell words; color squares give higher score

Scarcity: number of tiles and color squares are limited

Halo

Resource: weapons and lives

Useful: players can use weapons to attack enemies and with lives players can withstand some attacks

Scarcity: bullets and lives are limited; powerful weapons are rare

7.

Da Vinci Code

Goals and objectives: be the first to guess all the cards of his next player

Challenges and conflict: initially all the cards are faced down

Constraints and boundaries: cards must be put in the playing field

Win/loss conditions: one of the players has all his cards faced up