

Game Modification

Khola Masood

AU ID: 5166538

I select The Number Guessing Game to modify; I add set of rules, mini game and interactivity in modification so that the players will have interest in the game.

Game Rules

Actual Game rules:

- 1-Player 01 thinks about a number from 1-100
- 2- Player 02 Guess that Number
- 3- Player 02 has 3 chances to guess that number
- 4- If Player 2 guesses that in 3 chances he will win other wise he lose the game

Edited Game Rules

Think about a Number from 1-100

Interactivity and mini game in parallel for each question.

Questions

Is that a

Single digit

(09 options)

Two Digit

(91 options)

Three Digit

(1 option)

Even

$N=2k$

Odd

$N=2k+1$

Prime

Composite

(50 options)

(50 options)

(25 options)

(1option)

Number of Factors each option has like Composite no has only one factor, Prime has two, and even/odd number has multiple factors.

Player 2 keep on guessing, in parallel to his/her wrong answers Player 01 illustrate a basic character like for 1st wrong guess he draws round face, then second wrong answer eye, and thats how the game continues. Player 02 asks multiple questions and guess the number based on the answers given by player 01. There are two options to quit. One the character completes and hanged by player 02 or player 01 accepts to quit.

Since Childhood, Mathematics was like a game for me. Now I have a niece who is 5 years old and she has the same passion for mathematics and mind games. So for her I usually play easier mental games like guessing a number, name of a place or animal etc. So this game was the first ever game I played with her and that's the sole reason of choosing that game.

The Guessing number game is a multi player game in which one person is to think a certain number from 1-100 and the second one is guessing that number. Its just hit and trial, we keep on guessing for 3 turns if we guess the right number we'll win the game other wise we lose.

So here are the key points which I find missing in that game

A game must be interesting, interactive, change with players actions/ decisions, having some resources to manage (how many questions we ask before guessing the number), logical structure/pattern to solve the game, and set goal/objective i.e, to win the game.

For this I redesign this game and add interactivity in it, as every game should be interactive and for player's motivation / interest I add a mini game associated with the player's response/choice.

Lets suppose I think a number i.e. 7, Player 2 asks Is this a single/two or three digit number My answer is It's a single digit numberNow Player 02 has 9 options for example he will say 3 ... Wrong answer I will start my illustration of a Hang man i.e., round face, then Player 02 ask is that a prime/composite /even or odd number I will say its an odd and prime number, Then he has 4 options he said 5...wrong answer continue to illustrate the eye of a hang man, then player 02 said 03. Wrong answer, I will keep illustrating the second eye of the hangman. Once the illustration completes in comparison to the number of wrong answers the Player 01 Hangs that Hangman that's the end of the game or scenario 02 is Player 02 will guess the right digit.

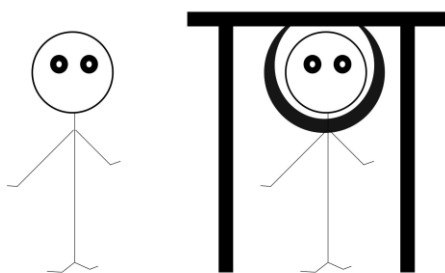


Figure 1: Illustration of Hangman