

Project 2: Multiplayer Game - Scenario

John is a Texas A&M University student who is enjoying one of very few nights with no academic responsibilities. After watching some Asian films online, he gets interested in the board games featured in these movies. After a quick google search, he learns that one of this games is called Chinese Checkers, and he feels like he has seen the game before. As a fellow aggie, he searches for a version of the game made by other aggies and stumbles upon *Chinese Checkers*.

After loading the website, he's given the option of either play or read the instructions. Of course, his gamer pride won't allow him to read any kind of instructions, so he dives right into playmode. Only he's prompted for his username. He enters "Johnny B. Goode." Below that, the following selection of game settings is presented: game mode, timed versions vs. free time versions, and even the number of players in a match. Not understanding very well what difference any option makes, John half-randomly chooses to play with 4 players, in a timed match of Fast-paced or Super Chinese checkers, as he figures either a quick game or a super game should be fun.

After a short waiting period, he is connected with 3 other players and the match begins. John's is third to play. With a combination of observing the other players move, and observing how when selecting a piece of his own some spaces are highlighted, he figures out the basics of how to move the pieces. However, after a couple of minutes, in what could be considered the mid-game, he cannot figure out the exact mechanics of how some pieces can jump over other pieces, or how long can each jump be. In addition, he also realizes that he doesn't even know the goal of the game, which he thought would be to capture other pieces as it is in the regular

checkers game.

Feeling defeated and somewhat frustrated, John remembers the instructions option he dismissed before. He decided to go to the main menu screen to read the instructions, but before he quits the game he realizes there is an instructions button to the quit button. The information helps him much to grasp the mechanics of the game, but he realizes it is too late to turn the tables on the current match, and, also, his time constraints prevent him from properly reading the instructions. Again fueled by his gaming pride, he decides to finish the match, trying to redeem his initial bad moves with a well-thought out endgame. He however, runs out of time and automatically loses the match. Then, he quits the table, goes to the main menu and gives a good reading to the instructions.

After he's done reading, John realizes the rules and mechanics aren't that hard. However, he proceeds with caution and chooses his next game to be the "simplest game" of 2 players playing classic Chinese checkers in a non-timed match. Even though he still loses the match, he has much more fun with the game now that he read the instructions, and he also learns a lot from what he considers his first actual match.

When pondering whether or not to play once more, John realizes the last match took him more than 20 minutes. He checks the time of day and realizes it is past midnight. He decides to go to bed in order to be rested for next day's classes, but vows to himself to read about chinese checkers and enjoy more *Chinese Checkers* matches next time he has some free time.