Board Game Prototype

Game Design & Development

The purpose of this assignment is to provide an initial game design experience that does not rely on technology.

Specifics:
1. Design a board game under the following constraints.

   a. The game has to have a clear set of rules which number no fewer than 5 atomic rules.
   b. The game has to have a clear set of outcomes which number no fewer than 2 (i.e., win or lose).
   c. The player must employ strategy to be able to win the game.
   d. There must be a physical board no smaller then 1 foot x 1 foot and no larger than 10 feet x 10 feet.
   e. The game may have a stochastic component (e.g., spinner or dice roll).
   f. The game must accomodate between 2 to 4 players.
   g. The game should take longer than 5 minutes to play, but less than 1 hour.

2. Team must produce the following items

   a. Document analyzing your game.
   b. A complete instruction manual for your game with pictures of your game board and play demonstrations. This should also have a walkthrough of a sample game.
   c. A document describing the components of your physical game and how to make them with pictures
   d. No fewer than 10 reviews from players during the game night event.

3. All documentation should be in HTML.
4. Be sure to cite any reference materials used.