

Assignment 3: Perspective

Design a board or card game in which the intended player experience is from a particular person's perspective within a real-world political, economic, or social system. The perspective can be historical or contemporary; the person could be an actual historical personage or loosely based on historical record or period fiction. The player should feel what it is like to engage with a system from this person's specific perspective. Do your research! Identify primary and secondary source material to increase your knowledge of your chosen system and perspective.

Rather than a full simulation, we are looking for abstracted models that focus on only those systems of import to your chosen perspective. These also need not be realistic, but instead reflect the ideals and beliefs of the chosen perspective.

As with assignment 2, you are challenged with discovering a combination of mechanics whose dynamic leads to a designer-chosen aesthetic experience. The games' visual representation, written rules, and mechanics should support each other to create a cohesive experience. Do not worry about polished art/pieces, but do think about the material, texture, & form of your game bits; the title of your game; text within your rules; the context/framing in which your game is played and learned; etc.

Your game must be playable by a stated number of players between two to four people. You do not need to design for multiple groups of differing sizes. New players need to be able to set up, learn, and complete your game in 30 minutes. Players already familiar with your rules should be able to complete a full session in 20 minutes. Select and design your game bits and rules to emphasize legibility, clarity, and usability. Visual artistry will not be graded. Credit will be awarded for game designs based on historical data. We encourage using tools that speed up iteration.

Prepare a five-minute pitch presentation for Session 19. Describe the current state of your project, including a concise description of how you expect it to be played and the aesthetic experience you hope to create. Identify the data and historical elements you are drawing on for the assignment, including inspiration from other games and any primary or secondary source material you are using. Prepare the Session 19 presentation as if you were seeking greenlight from a game publisher.

To complete the assignment, you must select, design, and provide all the necessary game bits to play your game. Submit them in a box appropriately sized for the contents of the game. Label the box with the name of your game, your team members, and the number of players required for the game. You may use prototyping materials provided by the MIT Game Lab or provide your own. Provide one copy of the rules for each player of your game. Submissions will not be returned to students after grading but will be made accessible to future classes.

You must also turn in PDF copies of your game rules, game board, and any custom cards. Scans or photographs of your board and cards are perfectly acceptable; provide color scans if your cards have color. Rules should be properly typed and formatted. Include a list of all the game bits and props used by your game.

Prepare a five-minute presentation and have your full game ready to play during Session 26. Briefly how your game is played and how it is based with historical evidence. Spend more time describing the challenges and changes you have made to the design during the process, including playtest feedback that you found informative or decisions that altered the direction of the game. This session may be recorded on video.

You are expected to keep a journal for each team meeting, including team discussions in class. At the end of the assignment, each person in will summarize the notes and submit a one-page report describing the team's progress and your role through the entire project.

MIT OpenCourseWare
<http://ocw.mit.edu>

CMS.608 / CMS.864 Game Design
Spring 2014

For information about citing these materials or our Terms of Use, visit: <http://ocw.mit.edu/terms>.