

VISUAL COMMUNICATIONS

LET'S PLAY A GAME

MATERIALS NEEDED

Page 2
 A Pen
 2 Coins or similar objects
 A Six-sided Die

Today you are going to create a fully functional game in just this class. We are going to create what is called a "Race to the End" type of game.

Take page 2 of this handout and on it you will see a grid, on this grid I want you to take your pen and outline a path, much like what you may see on a board game like Candyland or The Game of Life.

Now pick one end of your path and in that square write Start and on the other end write Finish.

Take a moment and think of a narrative for your game. Mind you a "Race to the End" type game can be a race toward something like a car race or it can be a race from something like bank robbers trying to escape the police.

When creating a game you need to think of mechanics of how your players establish actions. In the case of movement for our games today we are just going to go with rolling our six-sided die.

Next we need to integrate one of the most important aspects of any game, conflict. Conflict is what makes a game actually fun and challenging. It is a balance of something I will bring up quite often during this project called Benefits and Detriments. So in a "Race to the End" type game some benefits could be:

- Move ahead a number of spaces
- Roll again

Some detriments could be:

- Move back a number of spaces
- Lose a turn

And some could be either depending on the player who gets them like:

- Switch places with opponent

After you have created some conflicts for your game draw a symbol of some kind to indicate it on a couple of spaces on your board.

There you have just created a game!

If we wanted to go farther with our game we could add complexity to it. One way we could add complexity is if we were to switch out our symbols with something that told the player to draw a card. On our cards we have our conflicts we came up with. Maybe this time the player doesn't need to do what the card says themselves at that time but can save the card to use later or use on their opponent. Now what was a detriment becomes a benefit and vice versa.

