Games: Design, Strategy, Philosophy, and Society
Writing Assignment: Game Design Final Draft

For this assignment, you will write the final draft of your game design. Remember that this assignment is worth a larger percentage of your grade.

1. Bring to class Tuesday November 17: A copy of the rules for your game, and a prototype to play in class. This final draft of your game should have everything the previous drafts had (the game is engaging and fun; it has well-developed mechanisms and theme; you made substantive changes or additions to the previous draft; the rules are clear, precise, and complete) and I will also evaluate the art and graphic design of your game, including the board, cards, any game components, and the rules.

   We will play each others’ games in class, and I hope to have guests in class to play the games as well.

2. In 600–1000 words, write a final designer’s blog post that recaps all the steps you took through your design process: how your game evolved from initial idea to its final form, what you learned along the way, what you would have done with your game given more time, what worked for you in the design process and what you would do differently if you design another game in the future.

Submit a copy of your rules, any printed components of your game, and your designer’s blog post on WISE by November 17.