For this assignment, you will write a first draft of the rules to a game you design. Your game can have a mix of any of the features of a game discussed in class, and can be any of a variety of genres (board game, card game, verbal, athletic, etc.) but it’s not feasible to program a video game.

1. Bring to class Tuesday September 15: A draft of the rules for your game, and a prototype to play in class. In this first draft, emphasize playability (your game should actually work as a game, and be fun to play) and innovation (make your game your own, not a slight reworking of a game you’ve played before) over clear rules and attractive components. Be prepared to teach and play your game in class.

   You will also play other students’ games in and out of class, and give them feedback to improve their games in the next writing assignment.

2. In 500–800 words, write a designer’s blog post explaining your thoughts about the current iteration of your game and your game design process. Explain how you arrived at your design choices, what experiences you hope your game will give to your players, what good features you hope your game has, what problems with your design you still haven’t solved.

   Submit a copy of your rules together with your designer’s blog post on WISE sometime on September 15.