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

For this assignment, you will write a new draft of your game. You will probably revise your rules from the first draft assignment, but you can also start fresh if you have a new design you think will work better.

1. Bring to class Thursday October 29: A draft of the rules for your game, and a prototype to play in class. In the second draft of your game, make some clear substantive changes or additions to your first draft. If you had details that were vague in the first draft, make them precise and complete in the second draft. Make sure there are no rules exceptions and that players know what they’re doing at every stage of your game. Players should be able to learn the game from the rules only, with no help from you. You will still play other students’ games in class, and give them feedback to improve their games.

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 your design process has progressed since your first draft, and how the changes you made addressed problems you saw (or your classmates saw) in your first draft. Your game will be evaluated mostly on improvements you made from your first draft, so make it clear what you added since your first draft in your explanation.

Submit a copy of your rules together with your designer’s blog post on WISE by October 29.