Games: Design, Strategy, Philosophy, and Society
Writing Assignment: Role Playing Game Design

For this assignment, you will design a role playing game for David Schirduan’s 200 word role-playing game design challenge.

In at most 200 words, write the rules to a role-playing game. Use the examples we play in class and on the website http://schirduans.com/david/2015/04/200-word-rpg-challenge.html for inspiration. Your game will be judged on playability, creativity, success in creating a narrative during gameplay, success in evoking emotions in the players, and graphic design. Bring your prototype to class and submit it on WISE on Thursday October 1. Be prepared to teach and play your game in class.