Assignment Two: Experience & Aesthetics

Design a board or card game that focuses on a given player experience as its design goal. As designers, you are challenged with discovering a combination of mechanics whose dynamic leads to a designer-chosen aesthetic experience. The games' visual representation, written rules, and mechanics should support each other to create a cohesive experience. Do not worry about polished art/pieces, but do think about the material, texture, & form of your game bits; the title of your game; text within your rules; the context/framing in which your game is played and learned; etc.

Your game must be playable by a stated number of players between two to four people. You do not need to design for multiple groups of differing sizes.

New players need to be able to set up, learn, and complete your game in 30 minutes. Players already familiar with your rules should be able to complete a full session in 20 minutes. Select and design your game bits and rules to emphasize legibility, clarity, and usability. Visual artistry will not be graded. We encourage using tools that speed up iteration.

To complete the assignment, you must select, design, and provide all the necessary game bits to play your game. Please submit them in a box or container appropriately sized for the contents of the game. You may use prototyping materials provided by the MIT Game Lab or provide your own. Submissions will not be returned to students after grading but will be made accessible to future classes.

You must also turn in PDF copies of your game rules, game board, and any custom cards. Scans or photographs of your board and cards are perfectly acceptable; provide color scans if your cards have color. Rules should be properly typed and formatted. Include a list of all the game bits and props used by your game.

Prepare a five-minute presentation for April 2. Briefly describe the game mechanic and how it is different from prior art. Spend more time describing the challenges and changes you have made to the design during the process, including playtest feedback that you found informative or decisions that altered the direction of the game.

You are expected to keep a journal for each team meeting, including team discussions in class. At the end of the assignment, each person in will summarize the notes and submit a one-page report describing the team's progress and your role through the entire project.

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