CS/INFO 4154:
Analytics-driven Game Design

Playtest 1:

Paper Prototyping 1
Comments on game ideas

- Alice and Bobby provided feedback in Piazza
For Tuesday

1. Revise this prototype
   1. Post to Piazza under “<group name> Paper Prototyping”
      • Two things that worked well with the first prototype
      • Two problems with the first prototype
      • A suggested fix for each problem

2. Implement these fixes

2. Create a new prototype
   • Must be substantially different from this one
   • Can be inspired by this one
Game design document

- Only “real” document in the course
- Goals
  - Converge on one idea
  - Plan for the development cycle
  - Identify unknowns in the design
- Due Tuesday, September 15th, 11:59pm
Today

- Play other prototypes
- Watch/help people play your prototype
- Try new things!! (reflect and revise)
- Work on new paper prototype for Tuesday