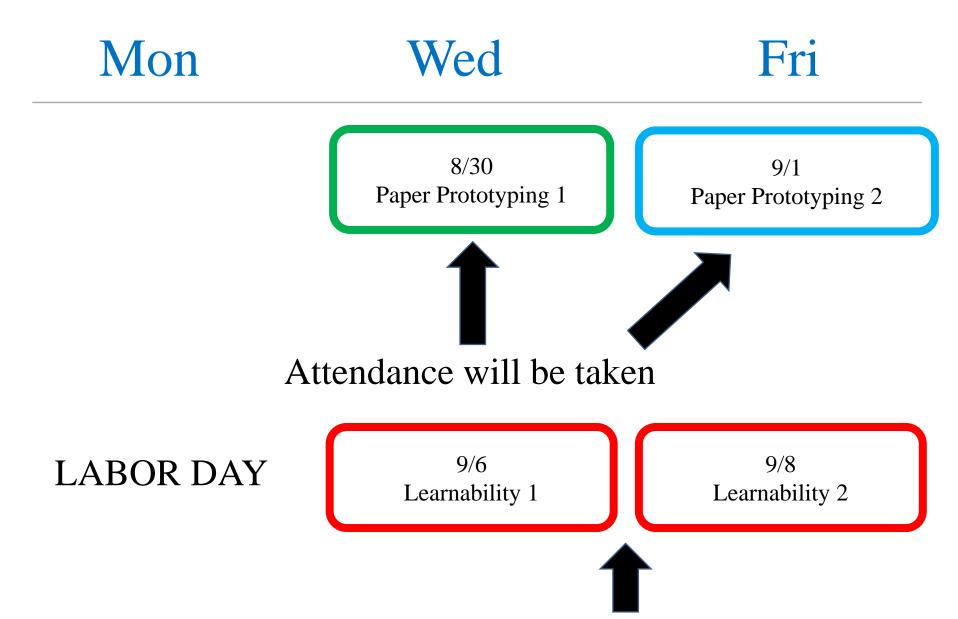


# CS/INFO 4154:

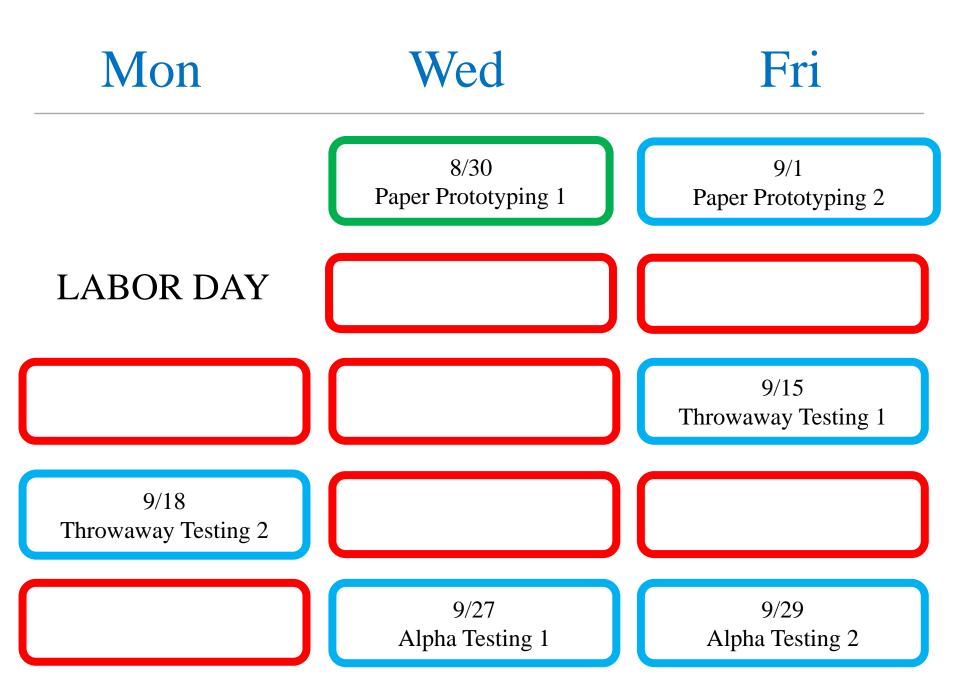
Analytics-driven Game Design

Class 4:

Paper Prototyping 1



Thurs 9/7 @ 11:59pm: Game design document



## Comments on game ideas

Rundong and Zikai gave some feedback in Piazza

## For Friday

- Create a new prototype
  - Must be substantially different from this one
  - Can be inspired by this one

### Please don't throw away prototype!

- Submit picture of prototype by 11am (via CMS)
- Need one of them for game design document
- We may use them in class next week

## Today

#### Please be doing one of these things:

- Playing other prototypes
- Helping people play your prototype
- Giving feedback to other teams
- Receiving feedback from other teams
- Discussing your prototype with your group
- Trying new things! (reflecting and revising)
- Working on new paper prototype for Friday