CS/INFO 4154: Analytics-driven Game Design

Class 4:

Paper Prototyping 1
Mon  

Wed  

Fri  

8/30  

Paper Prototyping 1  

9/1  

Paper Prototyping 2  

Attendance will be taken  

9/6  

Learnability 1  

9/8  

Learnability 2  

LABOR DAY  

Thurs 9/7 @ 11:59pm: Game design document
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<thead>
<tr>
<th>Mon</th>
<th>Wed</th>
<th>Fri</th>
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<tbody>
<tr>
<td>LABOR DAY</td>
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<td>9/18</td>
<td>Throwaway Testing 2</td>
<td>9/15 Throwaway Testing 1</td>
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<td>9/27</td>
<td>Alpha Testing 1</td>
<td>9/29 Alpha Testing 2</td>
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<td>8/30</td>
<td>Paper Prototyping 1</td>
<td>9/1 Paper Prototyping 2</td>
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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