# CS/INFO 4154:
## Analytics-driven Game Design

Class 4:

## Paper Prototyping 1

*Nameless Tactics, 2014*

|  Mon  |  Wed  |  Fri  |
|-------|-------|-------|

8/30
Paper Prototyping 1

9/1
Paper Prototyping 2

Attendance will be taken

LABOR DAY

9/6
Learnability 1

9/8
Learnability 2

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

| Mon | Wed | Fri |
| --- | --- | --- |
| | 8/30<br>Paper Prototyping 1 | 9/1<br>Paper Prototyping 2 |
| LABOR DAY | | |
| | | 9/15<br>Throwaway Testing 1 |
| 9/18<br>Throwaway Testing 2 | | |
| | 9/27<br>Alpha Testing 1 | 9/29<br>Alpha Testing 2 |

# 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