CS/INFO 4154: Analytics-driven Game Design

Class 5:

Paper Prototyping 2
Mon | Wed | Fri
---|---|---
9/1 Paper Prototyping 2
9/6 Learnability 1
9/8 Learnability 2

LABOR DAY

Thurs 9/7 @ 11:59pm: Game design document
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 prototypes
- Giving feedback to other teams
- Receiving feedback from other teams
- Discussing your prototypes with your group
- Trying new things! (reflecting and revising)
- Working on Game Design Document