CS/INFO 4154: Analytics-driven Game Design

Class 3:

Paper Prototyping 1
Mon | Wed | Fri
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8/30
Paper Prototyping 1

9/5
Paper Prototyping 3

9/1
Paper Prototyping 2

9/7
Converging

Attendance will be taken

Fri 9/7 @ 2pm: Game design document
Comments on game ideas

- Zikai and Paul gave some feedback in Piazza
For Friday

- Create a new prototype
  - Must be **substantially different** from this one
  - Can be inspired by this one
- Bring today’s prototype again
  - Continue to test and revise
Please don’t throw away prototype!

- Submit picture of prototype by 11am (via CMS)
- Need one of them for game design document
Today

Please be doing one of these things:

- Trying other prototypes
- Helping people try your prototype
- Giving feedback to other teams
- Discussing your prototype with your group
- Reflecting and revising
- Working on new paper prototype for Friday
- Submitting a picture of prototype to CMS by 11am
- Signing the sign-in sheet