CS/INFO 4154: Analytics-driven Game Design

Class 4:

Paper Prototyping 2
Mon 8/31

Wed

Fri 9/7 @ 2pm: Game design document

LABOR DAY

Mon

Wed

Fri 9/7 @ 2pm: Game design document

Attendance will be taken

Fri 9/7 @ 2pm: Game design document
For Wednesday

• Create a new prototype
  • Must be **substantially different** from the first two
  • Can be inspired by them

• Bring both existing prototypes again
  • Continue to test and revise
Today

Please be doing one of these things:

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