

THE ART OF THE GAME

FINAL PROJECT

Deliverables: There will be two parts to the final project. The first part will be the final essay in which you discuss a game and a strategy you observed. The second part will be a proposal of a new rule / character in any one of the games we've played this semester and an explanation of its implications on the game and strategy.

Grading: The entire project as a whole will be worth 25% of your grade in the class. The final essay will be worth 60% and the remaining 40% will be a proposal of a new rule for one of the games we have played.

Part 1: Final Essay

1. Choose and analyze a strategy for one of the games we've played:
 - (i) Your options are: Kemps, Hearts, Catan, Coup, Codenames, Avalon, and Secret Hitler
 - (ii) The strategy does not necessarily need to be something you play tested during this semester. Just some successful strategy you observed, whether implemented by you or someone else.
2. Explore the strategy in your essay (perhaps answer these questions, or others)
 - (i) What game is your strategy for? (Please make this obvious)
 - (ii) How is it implemented?
 - (iii) When does it work and why?
 - (iv) What are some drawbacks of this strategy? How can it be countered?
3. Formatting
 - (i) 1 page max, double spaced, 12pt Times New Roman, 1 inch margins
 - (ii) Please keep your essay to one page, keep your points concise.
 - (iii) Name, Student ID, Title at the top
 - (iv) Sample Essay:
4. Deadline / How to turn in
 - (i) The final essay will be due on the last day of class May 1st.
 - (ii) Please email your essay to calaotg@gmail.com.
 - (iii) Please note that the Essay and Strategy Proposal have DIFFERENT deadlines.

Part 2: New Rule Proposal

1. In this part you will come up with a new rule / character / modification to a game we've played.
 - (i) Your options are the same: Kemps, Hearts, Catan, Coup, Codenames, Avalon, and Secret Hitler
 - (ii) Your modification is something that should be simple to implement. The majority of the rules should still stay the same.
2. Explore the strategy in your project (perhaps answer these questions, or others)
 - (i) What game is your strategy for? (Please make this obvious)
 - (ii) What is your new rule / strategy / modification?
 - (iii) How is it implemented?
 - (iv) How does this change gameplay?
 - (v) Do you think your change is beneficial to the game? If so, or if not, why?
 - (vi) Are there strategies currently in the game that will not work given your change?
3. Formatting
 - (i) For this part, the formatting is up to you. You may make a video, type up a report, or do some form of presentation.
 - (a) If you do a video, please keep it to a maximum of 5 minutes
 - (b) If you write up a report, please keep it to a minimum of 1 page, maximum of 5 pages.
 - (ii) You may include any drawings, pictures, or whatever you feel is relevant to convey your ideas.
 - (iii) Name, Student ID, Title at the top
 - (iv) Sample will be on the course website
4. Final Day of Class
 - (i) For this portion of the project, we will select the top strategies and actually try them out in class.
 - (ii) This obviously means this portion of the project will actually be due before the final day of class.
5. Deadline / How to turn in
 - (i) This portion of the final project will be due Monday April 29th at 11:59 p.m.
 - (ii) Please email your project to calaotg@gmail.com
 - (iii) If you're unsure about how to submit your project, please ask.