

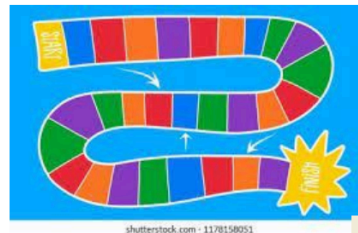
CISC 3667 - Game Design and Development  
**Group Project 1: Race to the End!**

**Objective:** Design a simple “race-to-the-end” board game prototype in small groups (4 students each)

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- **Step 1: Draw a Path**

- Create a race track/path with a start and an end.
- Shape can be linear, branching, or looping.



- **Step 2: Theme / Objective / Narrative**

- Decide what players are racing toward or away from.
- Examples:
  - Catching/getting away from robbers (bank heist)
  - Escaping captivity (“freedom from X”)
  - Reaching the pot of gold
  - Reaching the top of the corporate ladder



- **Step 3: Movement**

- Decide how players move:
  - Dice roll
  - Drawing cards
  - Answering trivia questions
  - Skill-based task
  - Everyone moves together
- Decide on end condition: exact landing vs. overshoot allowed vs. special win condition.

- **Step 4: Conflict**

- Decide how players interact:
  - Speeding/slowing others
  - Swapping places
  - Blocking
  - Losing turns / gaining extra turns

- **Step 5: Playtest & Iterate**

- Quick playtest in class with another group.
- Document at least one design change made based on feedback.

## **Assignment (Group Report + Reflection)**

- Each group submits a short write-up (2–3 pages or equivalent slides) including:
  - The Game Itself
  - Path sketch (photo or digital drawing)
  - Theme/objective
  - Movement mechanic & end condition
  - Conflict rules
  - Iteration log: change made after playtesting, and why
  - Theoretical Analysis:
    - Is your game a "game" according to at least two of the four definitions (Maroney, McGonigal, Schell, Crawford)?
    - Identify at least two different Types of Fun (LeBlanc) your game can evoke, with justification.
    - Identify at least one Bartle Player Type who would enjoy your game, and why.

Submit your group report to Brightspace; **only one member from each group is required to submit**, and **each member of the group is required to complete the following reflection form:** <https://forms.gle/f7QyHgnHjqP6hhD96>

## **Grade Breakdown (100 points total)**

### **Group Report (70 pts total, submitted once per group)**

#### **1. The Game Itself (30 pts)**

- Path sketch (clear, creative, playable) – **10 pts**
- Theme/objective (coherent, engaging) – **5 pts**
- Movement mechanic & end condition (clear, workable, interesting) – **5 pts**
- Conflict rules (how do players interact with each other?) – **5 pts**
- Iteration log (documented change after playtest, with reasoning) – **5 pts**

#### **2. Theoretical Analysis (30 pts)**

- Application of at least two “What is a game?” definitions (accurate, thoughtful) – **10 pts**
- Identification of at least two Types of Fun (with justification) – **10 pts**
- Identification of at least one Bartle Player Type (with explanation) – **10 pts**

#### **3. Completeness, Clarity, & Organization (10 pts)**

- Report is 2–3 pages or slides equivalent
  - Writing/presentation is clear, organized, and easy to follow
  - All required parts are present
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### **Individual Reflection Form (30 pts total, submitted by each student)**

- Personal contribution clearly described – **10 pts**
  - Collaboration reflection (positive example + handling of disagreement) – **5 pts**
  - Game design reflection (strengths, weaknesses, possible improvements) – **5 pts**
  - Theory reflection (Types of Fun experienced + Bartle Type alignment) – **5 pts**
  - Learning reflection (about game design + about self as collaborator) – **5 pts**
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### **✓ Final Notes for Students**

- Everyone in the group gets the same **Group Report score (70 pts)**.
- Each student's **Individual Reflection (30 pts)** is graded separately.
- Total = **100 points**.