**Reading Questions**

* **Question Set 1**
	1. What Mechanics would you like to use for a game with a theme that revolves around being the size of a nanometer? It should have simplicity, and easy for the player to understand, without overwhelming them with information.
	2. Who are you making games for? I’m making my game for family and friends
	3. Who will be your play testers outside of class?

It’s for friends and family, or others who would like to play.

* **Question Set 2**
	1. Can you think of a game you were able to play without referring to the rules?

Minecraft because the rules are what you make of the game itself. There’s not a decisive rule, which allows freedom and adventure.

* 1. How do you define what a game is? As long as there is some form of goal or level of entertainment involved, enemies to fight and get rewards for, and also freedom and having the ability to capture a compelling story and well written, relatable characters.
	2. What features can make your games more intuitive?

They should keep the rules simple and avoid complications. They need to have consistent mechanics as you play, and avoid rule breaking for players.

* **Question Set 3**
	1. What was your gateway game? What do you play to introduce others to gaming?

I introduced Fallout 4 and Destiny to a friend of mine. Which he happened to really enjoy due to the mechanics and the story of the game. Also exploring the wasteland and taking in the game world with its secrets and NPCs to meet.

* 1. What features do gateway games share?

They have a simple and easy way for players to learn the game as they play. They should have rules that are seamless and shouldn’t alter the players' understanding of how to play.

* 1. What are the 10 beautiful mechanics and what should you aim for with your own?

I think environmental storytelling captures more depth with the stories of games, as well as adding to lore which leads the player down a path of theories and understanding of the game’s world and environment.

* 1. How does luck and strategy factor in to game play?

Luck based games control the way the players win or lose. Which player could use as strategy to win against their opponents

**Play Test Questions**

Was it fun?

Yes, I thought it was funner then the Fluxx card game, I enjoyed the dungeons and Dragons aspect and the goofy artstyle.

What were the player interactions?

Players were able to influence the defeat of their opponents by drawing/giving away cards that had specific actions that made it more difficult to win.

How long did it take to learn?

We read the rules and we started playing right away

What was the most frustrating moment or aspect of what you just played?

When I tried to win but kept drawing cards that I wasn't able to sell to get a level, So i would say the leveling system.

What was your favorite moment or aspect of what you just played?

I would say giving cards to other players that could possibly make their experience to win harder.

Was there anything you wanted to do that you couldn’t?

I wanted to use a card to try and prevent my opponents from winning but i kept drawing insufficient cards, so it was too luck based.

If you had a magic wand to wave, and you could change, add, or remove anything

from the experience, what would it be? I would definitely make the rules simpler. They were too much to understand and learn. I would make it so there was lesser rules since i thought it was far too complex for the kind of card game that it was

Is this a game you would play again? Yes \_\_Yes\_\_\_ No \_\_\_\_\_ Why

Similar to the previous game I played, it was enjoyable when we started playing. It had good pacing and I was entertained throughout the game.

Analyze the game using the 3 act structure.

To set up the game, one player hands each other a deck of cards, the cards that are given to you are either Class, Race, Monster, or Equipable gear. When it’s the turn of a player they must draw a card from the Door, or Treasure cards. Everyone starts at level 1, but to win you must reach level 10. During the game players gave the options of giving away their cards, or fighting a monster if they're able to, depending on their level. Player can use the Equippable Gear cards or Class or races card to help them defeat Monster cards.They can also mess with players by giving them cards that influence their way to winning the game.If there is a player that is the highest, the lower players must try and take down the leader before they win.

**My Ideas for Games**

1. Uno based card game
2. Monopoly
3. Battleship
4. Go Fish
5. Left, Right,Center