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Question Set 1

What mechanics would you like to use for a game with a theme that revolves around being the size of a nanometer?

I think it would be interesting to play off of what we are unable to see or experience with the naked eye. Maybe a mechanic that allows the player to zoom in or out of the gaming environment.

Who are you making games for?

I'd like to make games for young teens and adults who enjoy a game with multiple outcomes and player agency. Nothing too complicated.

Who will be your play testers outside of class?

Friends or other students that are my age or younger, and my family.

Question Set 2

Can you think of a game you were able to play without referring to the rules?

Only games that I've played before, such as UNO, Jenga, and Connect 4.

How do you define what a game is?

A game has one or more objectives and various rules that dictate how players can reach their objective.

What features can make your games more intuitive?

Creating setup instructions that are easy to follow, and using symbols throughout that correlate to specific game mechanics.

Question Set 3

What was your gateway game? What do you play to introduce others to gaming?

A couple of the gateway tabletop games I remember playing as a child were Battleship and Chutes and Ladders. I would introduce others to games like Uno or Jenga because these games are highly intuitive for people new to gaming.

What features do gateway games share?

The objectives/rules are easy to understand, and the game itself is not overwhelming to new players.

What are the 10 beautiful mechanics and what should you aim for on your own?

Kingmaker's Noblesse Oblige, BattleTech's Heat, Set's Set-making, Magic Card Tapping, Battle Cattle Cow tipping rule, xXxenophile's Popping, Bohnanaza's hand order rule, Mississippi Queen Paddlewheels, Times Up Communication breakdown, Dominions constant shuffling. These mechanics have proven very successful in engaging players and can serve as a reference for new game designers. Analyzing what makes these game mechanics so beautiful can inspire new ways to play.

How does luck and strategy factor into gameplay?

Luck makes a game unpredictable because these positive outcomes aren't controlled by any one player. Strategy rewards players for making the right decisions during a game and using its mechanics to their advantage.