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5 game ideas that revolve around a single theme of your choice. If your theme is time traveling ducks, then all five ideas need to be different games that utilize the same time traveling ducks theme any idea off theme will not earn a point. continue to follow the idea formatting rule.

Theme: Secret Agent Strays

1. [Alley Operations] is a [collaborative card game] in which [undercover cats] [work together in completing various missions around the city] by [drawing story cards, acquiring special items, and decoding secret messages].
2. [Purrsuit] is a [dice-based board game] where [secret agent cats sneak around the city at night and avoid being detected] by [advancing to safe spaces on the board].
3. [EncryptiCat] is an [educational game] in which [secret agent strays] [are challenged with repairing lines of code to earn points and prevent system failure] by [correctly identifying and fixing common coding errors before the timer runs out].
4. [Feline Fatale] is a [bluffing game] in which [feline felons] [are challenged to identify which cat among them is working as a double agent] [using disguises and timed accusations].
5. [Knot the Culprit] is a [collaborative board game] in which [stray cats] across the city [work together to build a secret communication grid] by [placing yarn line connections between the details of a crime].

Begin writing rules for at least 1 of your top ideas

a. **Rules:**

i. Setup

1. The dealer shuffles the deck and gives each player 7 cards
2. The remaining cards form the draw pile in the center of the table
3. The player to the left of the dealer starts the game

ii. Objective

Players work to build complete “assignments” (sets or runs of three) in order to score well on the midterm and final. The student that scores the most points by the end of the Final Exam wins the game.

iii. Actions players take

Players draw 1 card from either the top of the discard pile or the main deck during their turn and then discard 1 card. After 1 full rotation, each player must then take a card from the student to their right. After 3 full rotations, students face the midterm.

During the Midterm, all students must play any completed Assignments (sets/runs), and place them in front of them, play incomplete Assignments (at least 2 cards that begin a set or run), and/or play onto another player’s Assignments for “Extra Credit”. Players then play another 3 rotations the same as in the first half of the game, swapping cards after each rotation.

Then, during the Final, just like the Midterm, students play completed assignments, incomplete assignments, or Extra Credit onto other cards in play.

iv. Ending the game (win, lose states)

The player with the most points wins.

v. Brainstorming notes and ideas:

1. Deadline cards that would force the others to immediately play if they have any complete assignments or risk losing points
2. Group projects could come up and force everyone to pass one card to their left. If you can't contribute to a set, you fail (maybe even leave the game?)
3. All nighter cards: could be used to swap hands with another player just before a deadline
4. Extra Credit could also be used a wild card that boosts any set but makes you draw a "stress" card
5. Professor's Curve could force players to reshuffle point values of completed sets at the end of the midterm