**Prototype 2 rules**

My idea for My Prototype 2 was a card board game similar to my World Bound game where the player must survive in a post apocalyptic setting and gather items and treat radiation around the world.

Rules:

* 4 players help each other rid the game board of radiation.
* Like Pandemic each player would have a special character that they would play as.
* The ultimate goal is to survive and clear the radiation before it gets too bad
* There will be “mutations” where if the player does not clear an radiated area they could cause a mutation that would extend the radiation level on the game board.
* Each player would have a unique character they would play as, they character they chose would have special abilities to help the player rid the board of radiation and mutations.

### **Question Set 1**

**1. What is the difference between a “working” and a “display” prototype?**

A Working Prototype is a playable version of a game that functions with the intention of allowing for testing mechanics, balance, and flow. A Display Prototype is made for presentation purposes, it looks polished but is not functional or playable. It’s meant to showcase the aesthetics and concept.

**2. What is required of a working prototype, and what might cause one to fail?**

A working prototype needs complete basic rules, functioning game components, and enough clarity to allow for testing. The prototype might fail due to unclear rules, broken mechanics, poor balance, or overly complex systems that confuse players.

**3. What makes for a good prototype according to Dale Yu?**

A good prototype is a prototype that is playable, and that focuses on the main mechanics, and can be altered. Dale Yu emphasizes simplicity and testability, stating that it doesn’t need to be pretty, but just needs to be playable and easy to revise.

**4. What advice from Richard Levy will help you pitch your game?**

Richard Levy suggests being enthusiastic but concise, and to know your audience, and show the selling point of your game. Be ready to answer questions and keep your pitch to under 2 minutes if possible.

**5. Where might you pitch your game?**

You can pitch your game at game conventions, publisher meetings, design contests, pitch events which are held at Gen Con or Spiel, or through online submission portals of board game publishers.

**6. What do publishers look for in a game?**

Publishers look for games that are fun, unique, easy to teach, marketable, and fit their brand identity. They value clear rules, polished mechanics, and a well-thought out target audience.

**7. What makes a good set of Rules?**

A good set of rules being clear, concise, and logically organized. It could include examples, and a quick reference and it should make the game easy to learn and reduce vagueness during play.

### **Question Set 2**

**Describe the best game you’ve made this semester in 200 words. Follow Michelle Nephew’s advice.**

The only game I've come up with was a roleplaying card game called “Worldbound”. Basically the rules are the cards tell the story and direct the narrative on a real world map game board. Players are to choose a colored game piece to choose from before starting the game, they have no significance to the game. One player distributes 5 cards to each player for their hand. First the player is meant to draw a location card where the player would start out at. Then the player would draw story cards where they would read what short narrative is on the card. When they have done so, they could use a Challenge card, which poses a threat or obstacle to the player's travels around the game board. Then the player draws an item card to resolve the Challenge card. The item card is composed of weapons and regular items for the player to use against the threat that is on the challenge card. What I wanted for the player was for each player to tell their own story so they would have more freedom within the game. These rules are in a cycle until all 24 cards have been used in each deck of cards.