PRACTICE BY PAPER PROTOTYPING

(Originally developed by Michael Epstein)

GOAL(S)
- Practice using the flow chart method to paper prototype a game

TOTAL TIME OF ACTIVITY: 30 Minutes

SET-UP
- Paper
- Pencils

MAIN ACTIVITY
- Choose a common game, and focus on one turn in that game. Write down or talk through as a group answers to the following questions. (10 min)
    - What choices do you make?
    - What components do those choices impact?
    - How do those choices make you feel?
    - How do those choices help you achieve victory?
- Now map out the turn into a flow chart (10 min)
    - Each box can represent a decision, and the arrows coming out of each box can represent the different choice you can make. After answering the questions in the first part, it should be clear what are the important choices to map out.
    - Make sure to map out how the turn ends- and if that is in a winning state or a losing state.
- Now have students "redesign" the game to be different by redrawing the flow chart with different decisions and choices. (10 min)
    - Point out how this is a quick way to think through and iterate on your game design, and a technique you can use with your own games during the jam.
    - You can give different directions on how to modify. Some examples include making the game easier, harder, collaborative, more enjoyable, or simpler.

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