

# Playing Well With Others



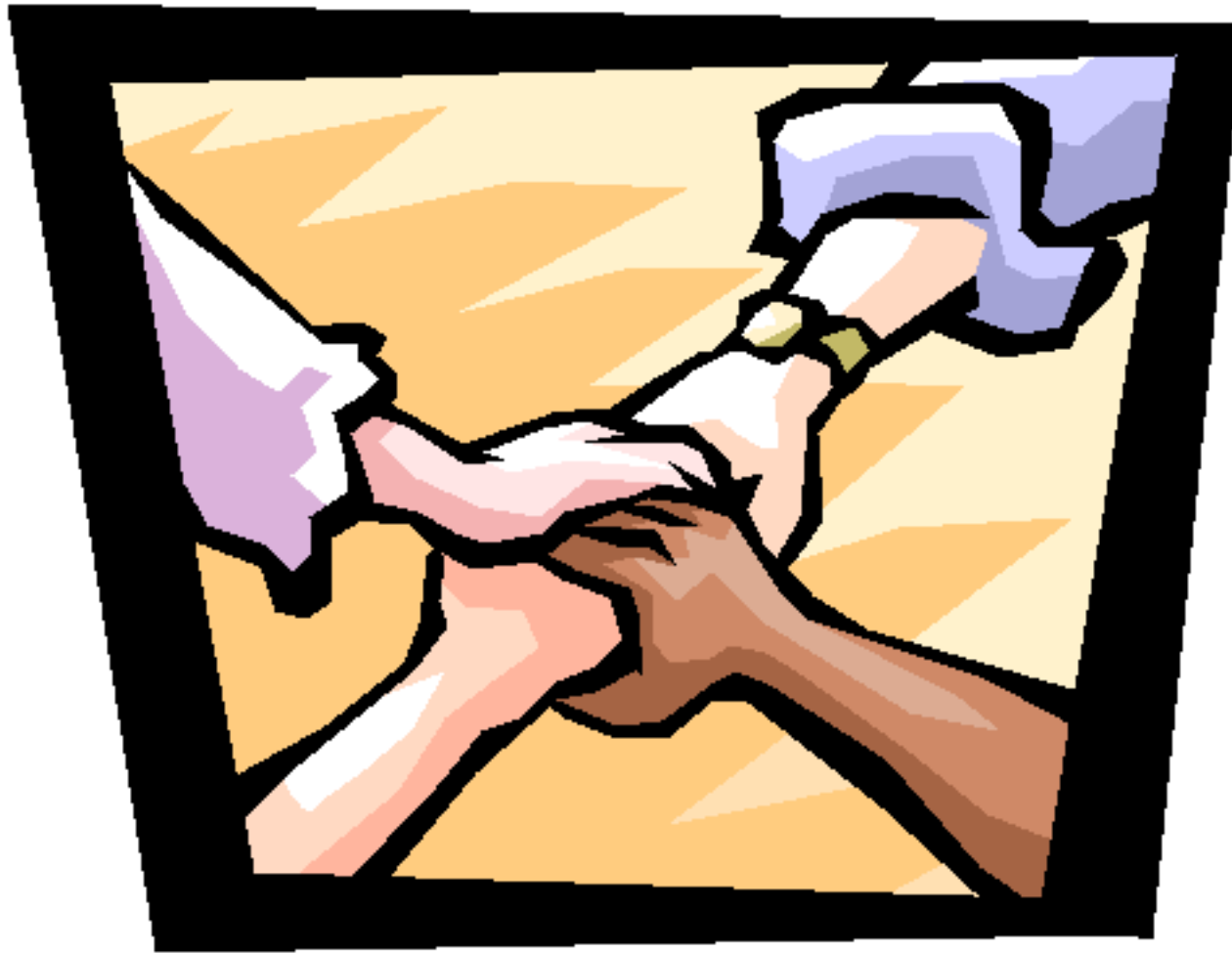
Grant Chen

Presentation Date: August 5, 2009

DAI505

Prof. Nancy Noble

# Playing Well With Others



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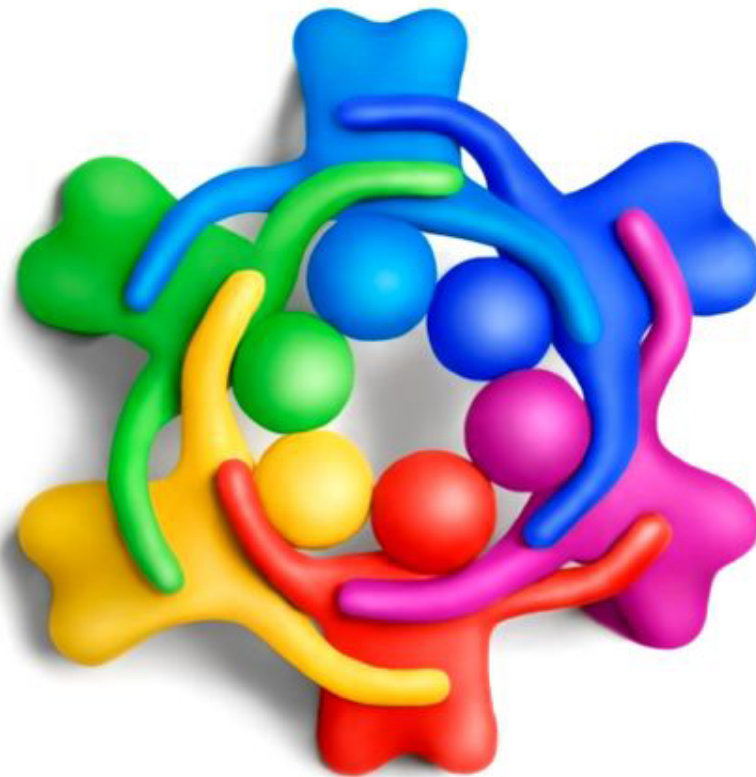
# Problem

Although some board games for adults involve teams, many of the board games for children between the ages of 7 and 10 are focused entirely on competition with no attention given to cooperation.



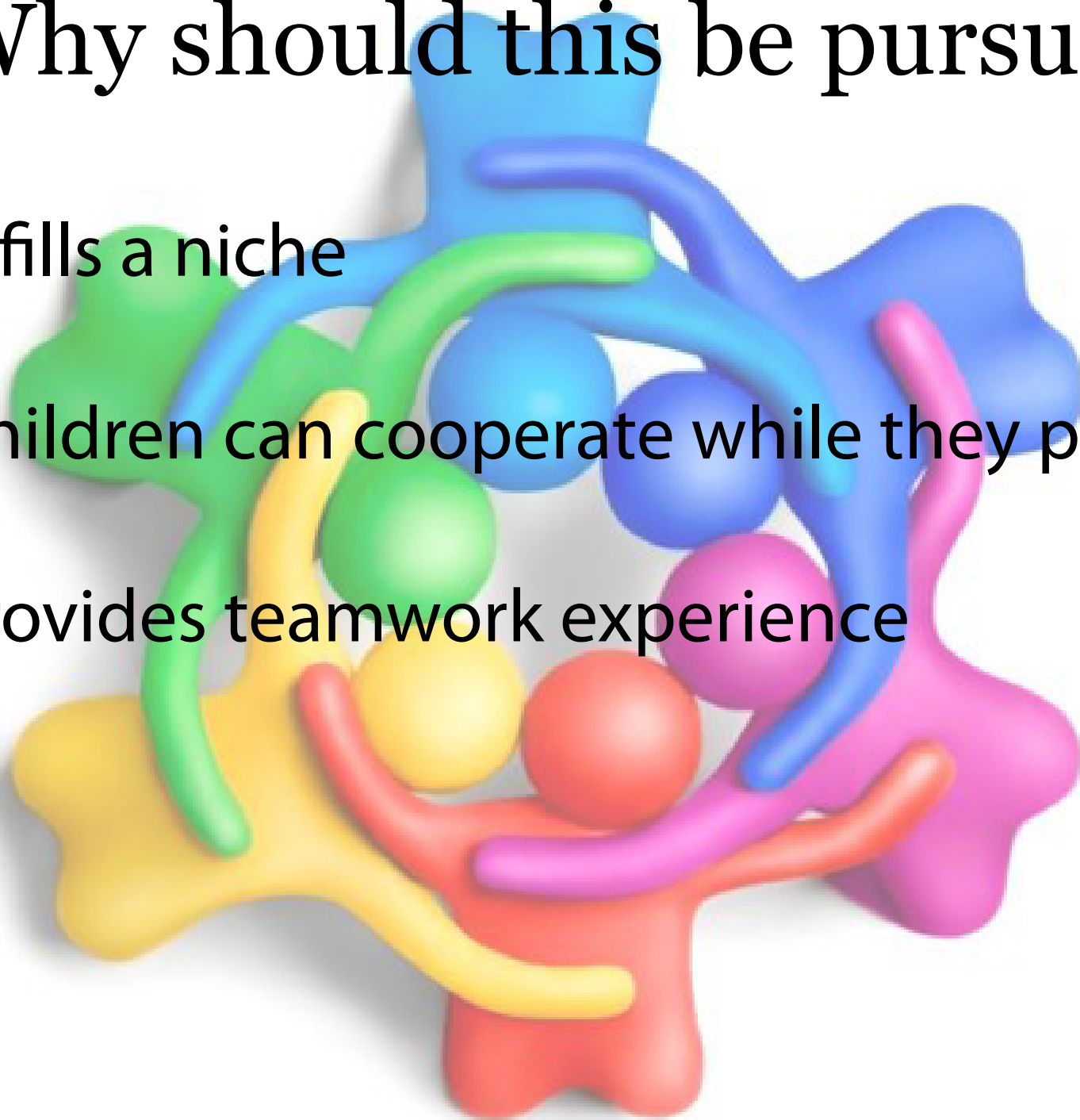
# Purpose

The purpose of this study was to develop a set of rules for a board game for children between the ages of 7 and 10 in which cooperation is a core theme of play.



# Why should this be pursued?

- 1) It fills a niche
- 2) Children can cooperate while they play
- 3) Provides teamwork experience



# Hypotheses



- 1) It was hypothesized that a game in which the players collectively win or lose will enforce a theme of cooperation.
- 2) It was hypothesized that in order to provide a conflict for the players to overcome, the rules of the game itself, rather than another player, must provide the opposition.

# Assumptions



It was assumed that:

There are few cooperative board games for children.

Games can teach behavior.

The players are able to cooperate, but do not have the opportunity to do so when playing board games.

The players have few problems with counting numbers or reading.

Players want the game to start and complete in an hour or less.

# Design Objectives

Easy to Understand

Enforce theme of cooperation

Moderately challenging

Fun



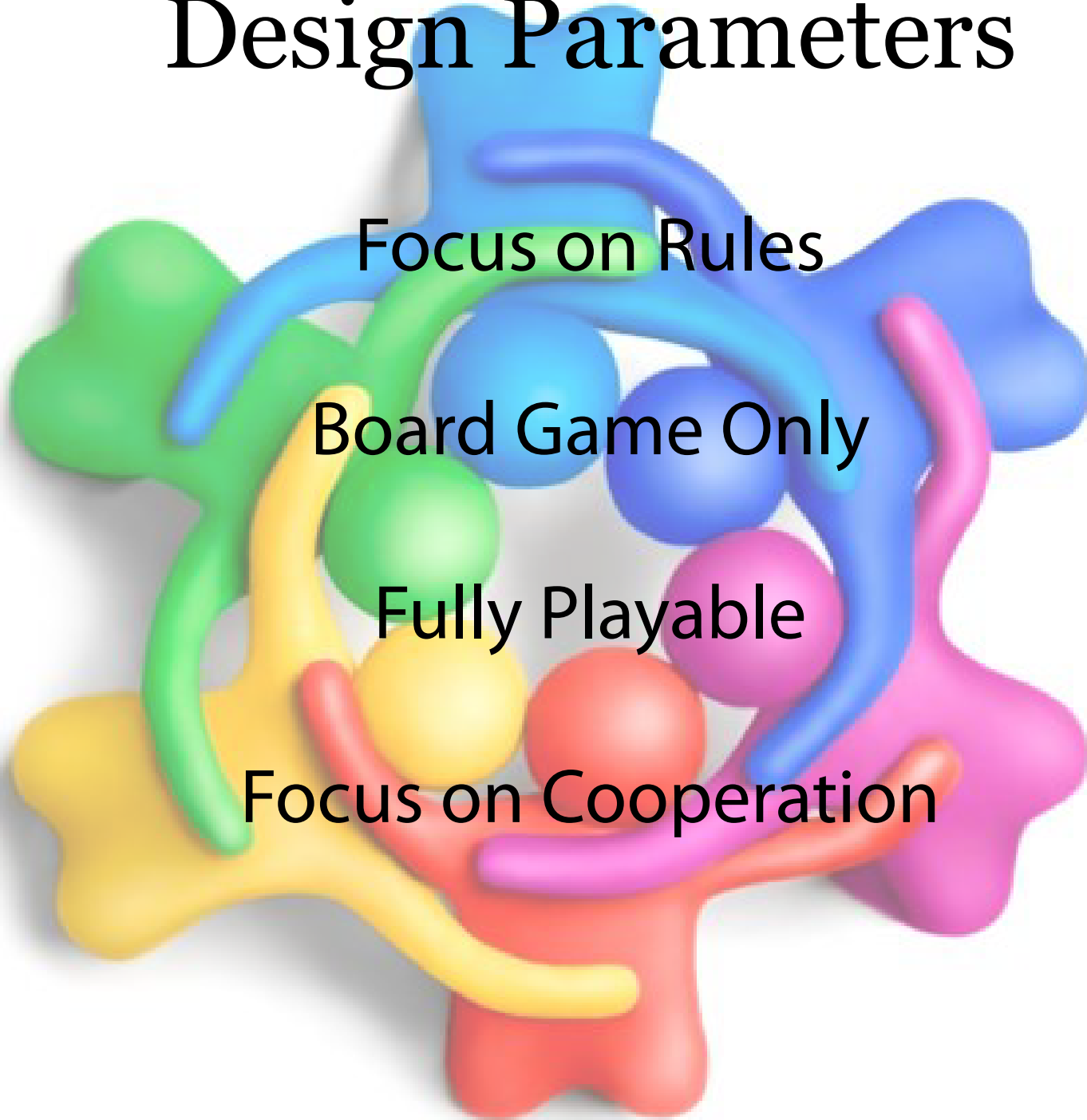
# Design Parameters

Focus on Rules

Board Game Only

Fully Playable

Focus on Cooperation



# Design Constraints

Targeted at children ages 7-10

Can't include gameplay that's too complex.

Focus on cooperation

Presentation should be acceptable for children

Ability to produce





# Design Constraints



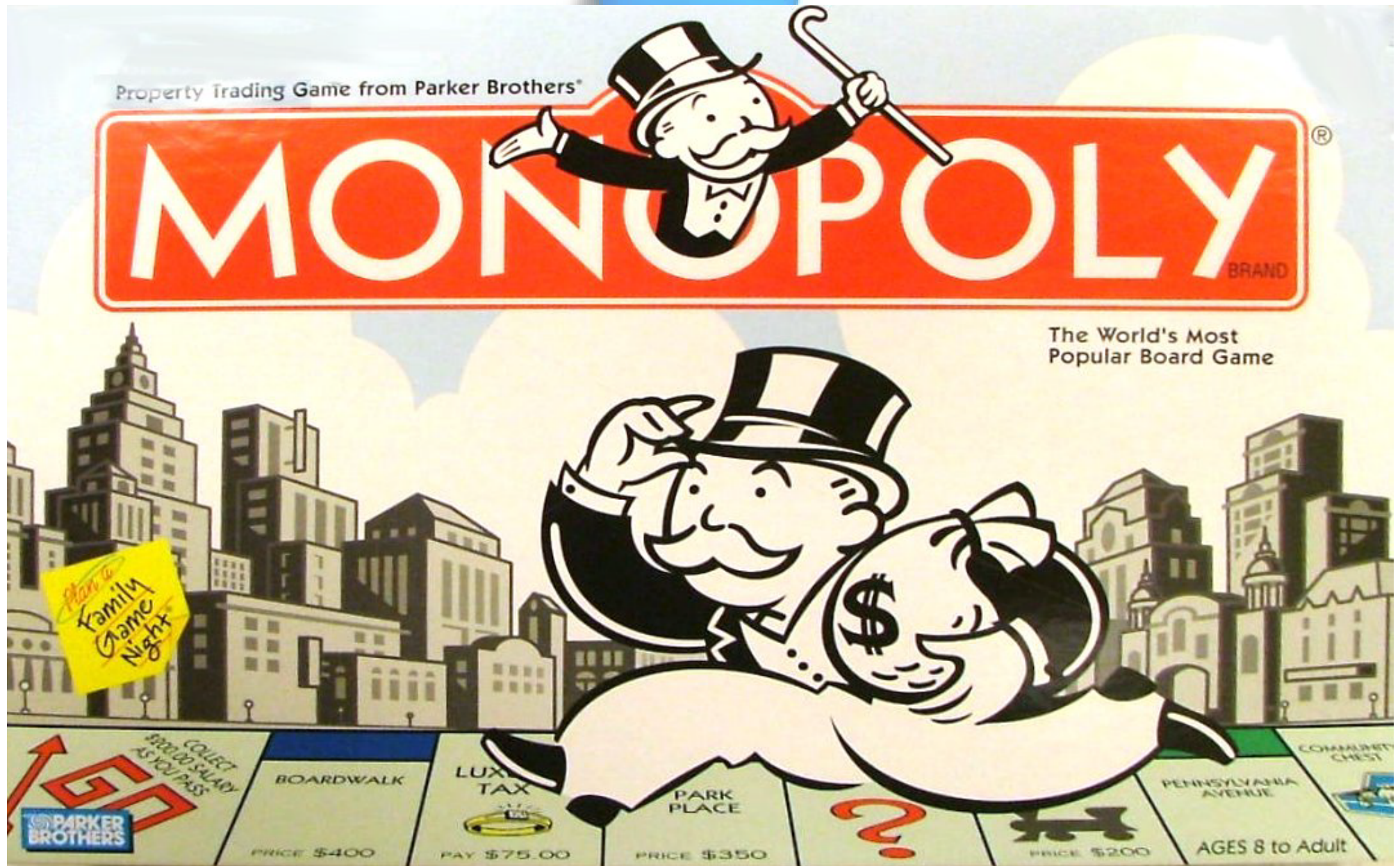
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# Procedural Constraints

## Choking Hazard Compliance



# Design Inspirations



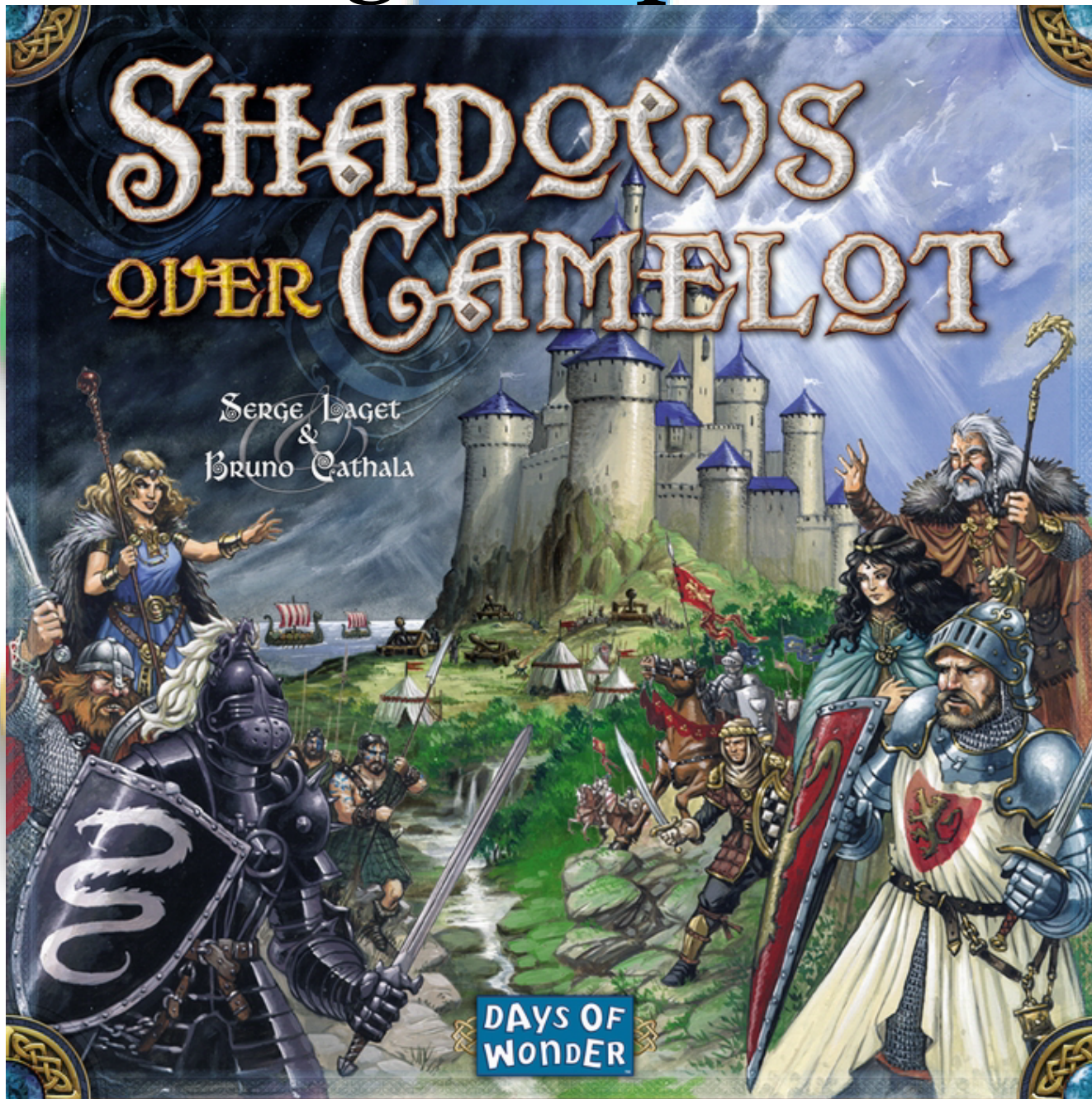


# Design Inspirations

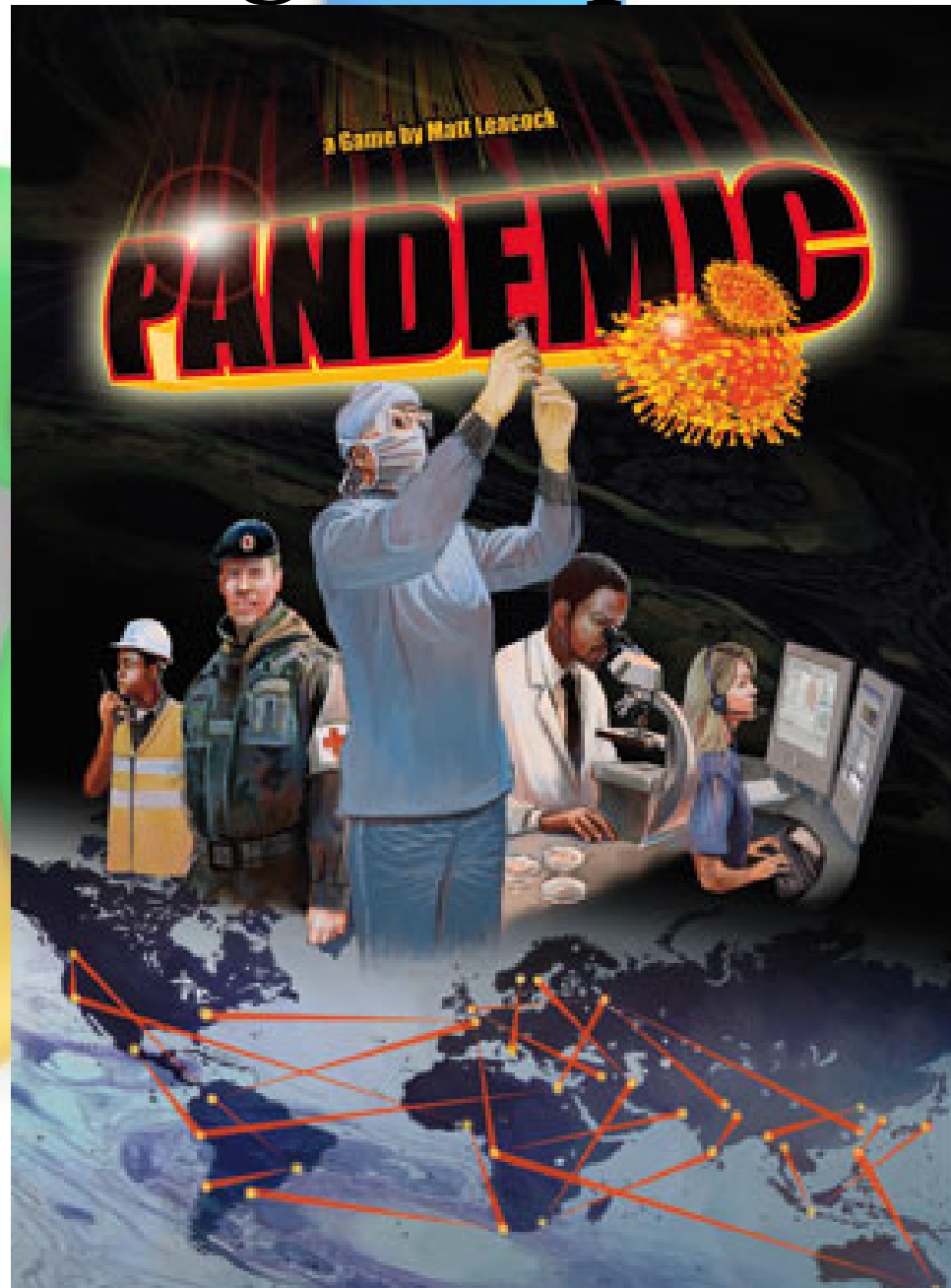




# Design Inspirations



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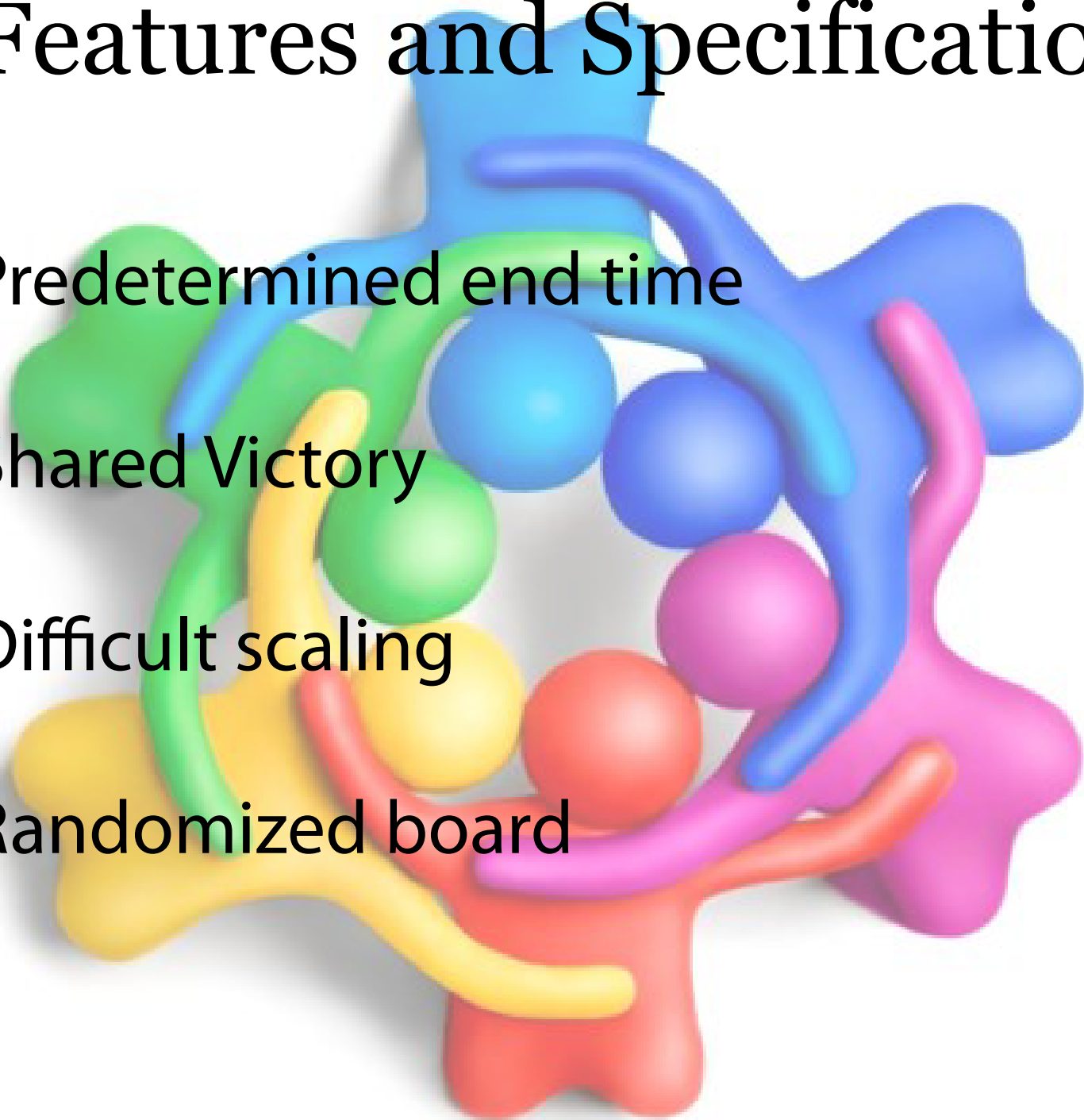
# Features and Specifications

Predetermined end time

Shared Victory

Difficult scaling

Randomized board





**Escape**  
**From**

**Midnight**  
**Mansion**

# Solution in Action





# Solution in Action





# Solution in Action





# Solution in Action



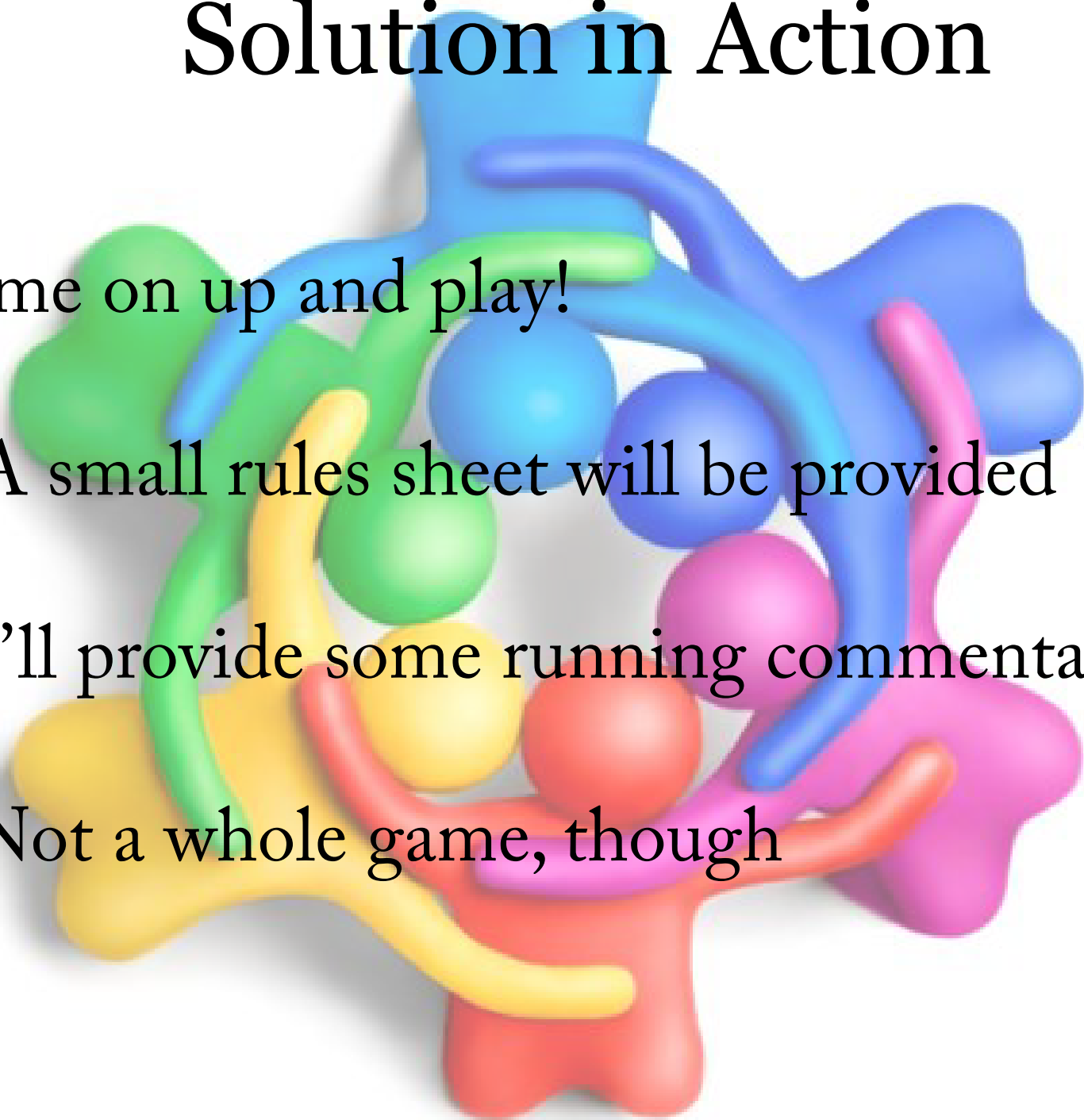
# Solution in Action

Come on up and play!

A small rules sheet will be provided

I'll provide some running commentary

Not a whole game, though



# The Future

More playtesting

Commissioned Art

[Thegamecrafter.com](http://Thegamecrafter.com)





# Questions/Concerns

Go ahead and ask.

Assuming we're not running low on time.

