Part 1 Designing or choosing the game

Work in a group of four. Either choose an existing game and restyle it or use these questions to design your own game:

(a) Does the game have a theme?
   Some options:
   • Arabian nights;
   • dungeons and dragons;
   • animals in danger.

(b) What is the board like?
   Some options:
   • grid squares – all used as in snakes and ladders;
   • grid squares – half used as in chess and draughts;
   • special route as in ludo.

(c) How does a player win?
   Some options:
   • by getting to the end first as in snakes and ladders;
   • by capturing the key piece as in chess;
   • by capturing all the other pieces as in draughts;
   • by getting more points than all the other players as in Scrabble;
   • by collecting more tokens than all the other players as in monopoly;
   • collecting the parts to build a structure as in Mousetrap.
(d) How is the player represented on the board?
Some options:
• counters as in snakes and ladders;
• stand up illustrations on card;
• 3D figures as in chess.

(e) How does a player know how far to move on the board?
Some options:
• by throw of a dice;
• by spin of a spinner;
• by choosing a card;
• by set rules according to piece as in draughts or chess.

(f) How is a player held back?
Some options:
• by information on the board as in snakes and ladders;
• by choosing a card as in monopoly.

Part 2 Designing the elements
Present your designs for the following as sketches with labels:
• the rules of the game – use appropriate IT if it helps;
• the board;
• the pieces;
• any information cards;
• any ‘go’ generators.

Use Gantt charts and flow charts to plan the best ways for the team to work.

Part 3 Making example parts
Make samples of each of your designs. If you need to make more than one of an item then consider how you might use IT to help you.

Use Gantt charts and flow charts to plan the best ways for the team to work.

The following illustrations show the sorts of items that you might produce.