

Create a Board Game

Name:

Overview

Your assignment is to create an original board game with detailed instructions so that anyone can pick up and play the game without your assistance. Your written instructions (Rulebook) will be graded as an expository writing sample using the six traits of quality writing: Ideas and Content, Organization, Word Choice, Voice, Sentence Fluency, and Conventions.

Checklists

You must have the following components in your board game:

- _____ a board
- _____ pieces/tokens for each player
- _____ cards or other pieces to enhance the gameplay
- _____ a detailed Rulebook (see below for details)
- _____ a box or other storage device for your board, pieces, **and** Rulebook

Your Rulebook should include all of the following:

- _____ a cover
- _____ objective/overview
- _____ step by step “Set up” instructions
- _____ step by step “How to play” instructions
- _____ instructions on how to win/end the game
- _____ organization/layout/images to clarify

Step 1:

Play games during class as research to explore good (and bad) examples of how to write rules. What makes a rulebook useful? What are the qualities that are lacking in a poor rulebook?

Step 2:

Brainstorm ideas for the premise (main idea) of a game. What is the objective in the game? Sketch out what the board would look like. Think about how many players can play your game at one time. What kind of pieces will you need? How do you win? You could base it on a book, movie, or historical event(s). Premise is due **Monday, February 24**.

Step 3:

Write a rough draft of the rules of the game. How do you play? How do pieces move? How does the game end? Look at the checklist for individual components for your Rulebook. Rough draft of Rulebook and board concept is due **Monday, March 10**.

Step 4:

Once you have completed steps one and two, create a mock-up of your board and pieces so that players can playtest your game and give you feedback on what works and what doesn't. You should have a rough draft of the Rulebook so that the playtesters can attempt the game on their own (without your help). The first round of playtesting will take place in class the week of **March 17 – March 21**.

Step 5:

After playtesters have given you feedback about your game, make any necessary changes or additions to your game. Update your Rulebook and continue creating pieces for the second round of playtesting, which takes place in class the week of **March 31 – April 4**

Step 6:

Create the final version of your game. Create a box or container for your board, pieces, and Rulebook. Bring the final version of your game for final grading and playing on **Monday, April 14**. We will also nominate games for various Board Game Awards such as best theme, best pieces, best rulebook, best board, best container, most unique, most fun, most educational, and best overall game.

Class time

You will have lots of class time to write out instructions, try out your ideas, and playtest your game. You may also use your class time to create your board, pieces, or other components of your game, but you must bring your own supplies. **USE YOUR CLASS TIME WISELY!!!!**

Grading

Your Rulebook will be graded using the six traits of quality writing (Ideas and Content, Organization, Word Choice, Voice, Sentence Fluency, and Conventions) for a total of **120 points**.

Your Board Game will be graded in four categories for a total of **100 points**.

Layout – Is the board easy to follow? Does the placement of pieces/cards/etc. seem logical? Is the game aesthetically pleasing?

Pieces – Do the cards/tokens/etc. aid in the playing of the game? Is there obvious effort in their creation? Do they fit with the theme?

Objective – Does the goal of the game make sense? Is it creative and original? Does the game “work?”

Container - You have a box or container to store all the pieces, board, and rulebook. The container fits with the theme and shows effort.

List of due dates:

Premise –	Monday, February 24
Rough draft of rulebook –	Monday, March 10
Rough draft of game/ first playtest –	Monday, March 17
Second playtest –	Monday, March 31
Final game due –	Monday, April 14