

Assignment 2 Don't Force It

(Zack, Ian, Eliza)

Name: Don't Force It

Platform: Physical

Description: This game is essentially a hot potato mod. Whichever player is assembling the stack (stacking the bottle caps on top of the car) when the yoda doll says the word "force" loses. The other player, the winning player, gets a point. There is an added twist to the game in that the player who is not stacking is allowed to roll a foam soccer ball at the stack to break up the stack and to distract the stacking player.

Genre: Mostly a skill and action game. There is a bit of strategy involving the method of stacking, but the central tenet of the game is just "how fast you can stack" (undoubtedly a skill). As a game centered on speed as a skill with a fair amount of stress built in, follows the rules of the skill and action genre.

Interface: One player manipulates the stack (the bottle caps and the car) while the other player interacts through the use of the ball. Once the stack is completed, the roles switch.

Goal: The overall goal of the game is to not be stacking when yoda says the word "force". Thus, the primary, inner goal is to form the stack as quickly as possible. On the other side, the goal of the roller is to roll the ball in a way that either knocks over the stack or distract the staker. A common strategy that arose was to roll the ball at high velocity at the staker, adding stress to the stacking process and often bringing the whole process to a stop.

Major Challenges: The major challenge of the game was dealing with stress. The stacking itself was not that difficult nor were the rules that complex. Thus, as long as the player was able to control his or her nerves, keeping his or her hands from shaking and restraining him/her self from violent motion the game was not difficult.

Complexity: The rule set was very simple. When you are in the stacking role, you stack. When you are in the rolling role, you roll. You may do nothing else. Thus, the rule set is clean but very limiting.

Competition: The competition deriving from the hot-potato structure was the question of who could keep the stack farther from them. In other words, who could stack faster in order to spend less time in a defensive position. We also added a more direct player-player interaction with the rolling ball element.

Fun: 4 == Despite the simple rule set and the lack of strategy, this was a fun game. Much of the enjoyment came from the stress inherent in the game structure. This stress came from the race against time and from the distractions and constant movement of the rolling player.

Difficult: 1 == As said above, the rule set and interface are as about as simple as they come.

Visual Quality: 3 == It's a physical game so the question is not quite as important. That being said, the use of the foam noodle and careful situating of the spaces that the players could occupy created a spacious and clean game setting.

Engaging: 4 == Once again, the level of stress and the frenetic movement really fuels the competition in this game. I felt that the dynamism of this game made everyone want to win.

Recommendation: 3 == This game is fun and gets you physiologically excited. However, the extreme simplicity suggests that the game would serve better as a warm up game for a sport rather than a main attraction.