Game Design Challenge #3:
CHANCE VS. SKILL: EPIC BATTLE

So you've discovered that it's important to have a balance of skill and chance in a game. Your challenge is to design a game that incorporates both. First, read pages 112-114 (attached) to learn more about how to add elements of chance and skill to a game.

Second, choose one of the challenges below and circle it.
A # indicates the more difficult challenges.

1. **Take any traditional children's game and modify it so that it is enjoyable to adults.** Examples include *Chutes and Ladders, Candy Land*, and *Sorry!,* but you can choose your own. One suggestion is to add a bidding mechanic.
2. **Take a skill-based game like *Connect Four, Chess,* or *Go* and add elements of chance.** One suggestion is to add "fog of war," which means that your opponent's pieces are hidden from you (and vice versa) except under certain conditions. (Like Battleship).
3. # **Create a card game that has equal elements of chance, twitch skill, and strategic skill without any single one outweighing the others.** Playtest your creation and keep modifying it whenever it seems dominated by one type of chance or skill.
4. # **In *Poker*, repeated play makes the game more focused on skill than luck. In *Candy Land,* no matter how much you play, it's still luck.** Consider the differences between the two games, then add one or more rules to *Candy Land* that keeps it luck-based on a single turn, but skill-bsed over the play of an entire game.
5. **Select an incredibly dangerous job and make a game about it that integrates both skill and chance.**

Deliverable:
- ***By the end of class, you should have a concept and/or prototype,*** *depending on where you end up with your thinking.*
- *You should test your game with at least one player this weekend.* ***The player must complete the feedback sheet (I)***
- *On Monday,* ***we will playtest your game prototypes*** *+ you will receive additional feedback (II)*
- ***Your game (instructions, materials, and feedback (I + II)) is due at the beginning of class on Thursday, 10/20.***