Phase 2: It's too late . . . you've awakened the gazebo . . .

Week 6

This time, we're being careful. We're being tactical. We need to know what we're getting into; what we're up against. Leeroy can't save us here. We need to figure out what this thing is and what it can do before we strike.

Quest Objectives:

1. ***Identify an idea*** for a game you want to create. Figure out what ***genre*** *best fits what you want to accomplish*. Are you trying to make a quick *micro RPG*? Are you trying to make a *trading card game*? For now, focus on the **form** of the game (for example, don't worry about making a 'tragic horror' or 'mystery' game, *yet*): use labels like *hidden-role game, roleplaying module,* etc.

2. ***Explore numerous examples of the game genre***. Find as many as you can. Ask your friends and crew members "who's played a game like this?". Look online for let's plays on YouTube. Look up rule books on Google for games you don't own. Try to play (or see played) as many examples of games that fit this genre as you can. Your goal is to *accumulate* as much intelligence about this genre as possible. As you do, **fill out the information on the following page.**

3. ***Post your short response*** to the prompt on the following page.

Completing this Main Quest grants you 50 NAPS.

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Week 6

The key to surviving in the Haunted City is knowing what's coming and what's out there. You need to know the difference between ghost and ghoul if you want to stay alive. So let's crack those books and figure this out. Tell me again what it looked like?

———

In your reflection for this week, you're going to post the findings of your genre-study. In particular, you're going to be focusing on a few **common mechanics** between these games (remember, mechanics are features, loops, and the pieces of interaction). In a short post on your blog, respond to the following two prompts (~350 words):

> ***Write a profile of this game genre:*** *What makes a game of this type? What did these games have in common? What did players spend most of their time doing in these games? Did they have the same core engagements? Why do you think people play these games?*
>
> ***Write about*** *the **common mechanics** you saw, and the project you intend to make. How will you follow/adapt/diverge from/consider this genre? How is yours going to be unique? What's something you want to make sure you do? What's something you don't want to do that these games do?*

Once you have done this, you are ready to go on to Phase 3 and begin hatching your plan for your own game. As you go forward, be sure to keep things about your genre and its conventions. Remember– genres are useful guidelines for us to work with, but you are welcome to diverge from these preestablished ideas whenever you wish!