

MAIN QUEST | THE HAUNTED CITY

PHASE 3: REVERSE, SKIP, DRAW 2, DRAW 2, DRAW 2...

WEEK 7



There's a path forward, if we can find it. But to do so we'll need a careful route through the ghost field. Two vials of electoplasm and a map should do the trick.

Quest Objectives:

1. **Think about the mechanic** that you've chosen to base your game around. Think carefully about this– don't just pick something because it seems easy; pick something you think is cool/different/weird. Think about the absurd micro RPGs we played in class: they may be terrible, but even they nail down one mechanic. Turn this into an **idea for a game**.
2. **Brainstorm with your crew mates.** Really, don't skip this step. Message them and be like "alright, nerds, what do y'all think about a game that does ____?" Get your wild ideas in the air. Go crazy.
3. **Hatch a plan** on the following page. Be sure to review the [course rubric](#) before you do, so you remember what the plan is all about.

Completing this Main Quest grants you 50 NAPS.

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Okay, sure, the odds are stacked against us. But that hasn't stopped us before. It's time to hatch a plan. Something that's going to get us through the ghost field in one piece. You seem to know what you're doing right?... No? Well, heck, then we can at least try to look like we know what we're doing.

In your post for this week, you're going to create a **design plan** for your game. This is going to be as detailed as you can make it.

1. Describe, at some length, the following:

- *The **genre** of your game.*
- *A short (1-2 sentence) **synopsis** or 'elevator pitch.'*
- *A longer, paragraph-long **description**.*
- *A statement about the **purpose**, and **audience** for your game.*

2. List out short descriptions of the following:

- ***Key rules** (no need to write them all out, but describe what they will cover)*
- ***Audience details** (play time, age range, interest groups, etc.).*
- ***Material components** (cards, pieces, boards, dice, core game system).*
- ***Significant obstacles** that you will have to overcome to do this.*

3. Write out a schedule of deadlines. *In (relative) detail, outline your goals for when you hope to have these things done by. Use the unit calendar if you feel so inclined.*

Once you have done this, you are ready to go on to Phase 4 and begin the actual production, writing, and design of your prototype. Remember, it's okay if your plan changes—but try to stick as best you can to your timetable and key mechanic-focus. Be wary of what we call in the industry 'feature creep' ("oooh, what if we added a new ___ mechanic!") it can be easily to let things swing out of reachability.

Good luck!