CIS 5640: **Introduction to Game Design**

Lab 5: The Demon Director

Welcome back to Lab 5! In this lab, we will practice **rapid prototyping**. For this lab, focus on going through the cycle of ideation to prototype to playtest to iteration **as fast as you can**.

Here's the situation. You are tragically employed as a design by a terrible, demonic game director who constantly changes their mind. A completely unrealistic scenario, I know.

Every ???? amount of time, the director will call out a change in the vision of the game. Take the base game and modify it to suit the demon director's whims. Careful, you only have a limited period of time to make something that works, so get to prototyping and iterating as fast as you can.

Don't worry about making a great game. Focus on making any game that satisfies the criteria and isn't broken – then you can worry about improving it.

Small Tips:
- Incorporating the ideas from multiple designers is hard. Try to let go of idea ownership and just go with one thing at a time. Not every great idea is going to fit into one game, and that's ok.
- When in doubt, stop debating and prototype.
- Need to tie-break between several good ideas? First idea with a prototype plan wins.

Base Game: Go Fish

https://www.wikihow.com/Play-Go-Fish