CMS.608 / CMS.864 Game Design
Spring 2008

Second Essay: Design a Clubhouse Game Variant

Design a new variant of a classic clubhouse game (e.g. Cribbage, Poker, Bridge, Blackjack, Rummy) playable using a standard poker deck and chips. Applying the topics and methods that we have discussed in class, playtest the game extensively and document any changes that you made to the game. Investigate similar variants, if any, and aim to create something unique.

In the paper, you should analyze the game and address your playtest process—what problems you came across and how you tried to solve them; what the outcomes of your playtesting were; how changes in the rules generated different dynamics and if these created a different experience.

Remember! Make references to the class readings and use the terminology and techniques introduced in class.

In your paper, do not forget to include the different versions of your game rules, the outcomes of your testing, and any amendments you made. Diagrams are encouraged. 1500-3000 words. Due in Lec #16.