

## Probability in Games Critique

**Your Task:** You will have 90 minutes to play a game and reflect on the game's use of probability, game design, and game mechanics. As you critique the board game, reflect on how you can incorporate the strong elements into your own probability game. **Please turn this into Hart's blue tray!**

**STEP 1:** Read over the checklist carefully. Star the expectations that you feel will be easy for you. Circle the expectations that you feel will be difficult for you. This will help you understand the expectations for this project.

### Risk in the Real World Board Game Checklist

- ☐ You work in a group of: **one, two, or three people.**
- ☐ Your game is **inspired** by / based on an existing game.
- ☐ Your game incorporates **probability** using dice, spinner, and / or cards. (In Catan, for example, each player rolls two dice to determine which resources are harvested. Some sums are more probable and will, on average, be rolled more often.)
- ☐ Your game incorporates **evidence and data** from a real-world issue.
- ☐ Your game mechanics are engaging and understandable. Each **player's turn** is composed of 3 or fewer distinct actions. (In Catan, those distinct actions would be: roll for resource production, trade resources, and build.)
- ☐ Your game has a **clearly defined goal**. (In Catan, the goal is to earn 10 or more victory points.)
- ☐ Your game has a **concise rule book** with: game components, set up instructions, goal, and turn overview. If need be, you can also include an almanac or reference section.
- ☐ Your game design is **aesthetically pleasing and creative.**

**STEP 2:** Read the directions for the game with a critical eye.

- a. How does the rulebook introduce you to the game? Think about the goal of the game and summary of the game rules.
  
  
  
  
  
  
  
  
  
  
- b. How does the rulebook explain how to set up the game?
  
  
  
  
  
  
  
  
  
  
- c. How does the rulebook explain each player's turn? How many actions can the player take during their turn?
  
  
  
  
  
  
  
  
  
  
- d. Is there additional information in the rulebook, like an almanac or a reference?

**STEP 3:** Identify probability in the game! Some games may have multiple levels of probability!

- e. What tool does the game use to introduce probability? (dice, spinner, cards?)
  
  
  
  
  
  
  
  
  
  
- f. How does probability influence the game?

**STEP 4:** Play the game! As you play, reflect on...

**GOAL:**

- h) What is the goal of the game? How does a person win?

**GAME MECHANICS:**

- i) How accessible is the game? Do you feel like you understand how to play right away or did it take some practice?
- j) How engaging is your turn? Are there interesting choices to make and actions to take?
- k) Are the opportunities for the players to interact with one another?
- l) What role does probability play in the game? What role does strategy play in the game?

**GAME DESIGN:**

- m) What are the different pieces in the game?
- n) Is the game aesthetically pleasing? Why or why not?

Name: \_\_\_\_\_

**STEP 5:** With everyone together, discuss what you noticed about how different games. It's helpful to consider all the different possibilities before you decide how to build your own game.

<b>Rulebook</b>	
<b>Probability</b>	
<b>Goal</b>	
<b>Game Mechanics</b> <ul style="list-style-type: none"><li>- Turn Overview</li><li>- Interaction</li><li>- Probability vs. Strategy</li></ul>	
<b>Game Design</b>	

Name: \_\_\_\_\_

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## Hart - Approved Games

<b>Game</b>	<b>Who's bringing the game?</b>
<b>Life</b>	<b>Max</b>
<b>Monopoly</b>	<b>Max</b>
<b>Uno</b>	<b>Max</b>
<b>Sorry</b>	<b>Max</b>
<b>Exploding Kittens</b>	<b>Orrin</b>
<b>Munchkin</b>	<b>Eric</b>
<b>The Resistance</b>	<b>Orrin</b>
<b>Space Base</b>	<b>Aidan</b>
<b>Forbidden Island</b>	<b>Caspian</b>
<b>Fluxx</b>	<b>Orrin</b>
<b>Above &amp; Beyond</b>	<b>Hart</b>
<b>Carcassonne</b>	<b>Hart</b>
<b>Kill Dr Lucky</b>	<b>Eric</b>
<b>Settlers of Catan</b>	<b>Gavin</b>
<b>Plague</b>	<b>Orrin</b>

**Adolescent Game Day Plan**

<b>Game</b>	<b>Students</b>
Fluxx	Skye, Alicia, Mariyah
Exploding Kittens	Fiona, Ayiana, Logan, Cain
Risk	Sophie, Caspian, Aidan, Ian

**High School Game Day Plan**

<b>Game</b>	<b>Students</b>
Kill Doctor Lucky	Eric, Max, Reesa, Wanda, Aidien B
The Resistance	Gavin, Luan, Orrin, Isaiah, Sierra