

EXERCISE 1: EXTREME MAKEOVER

ASSIGNMENT

The assignment is to create a new game from a given game by:

- removing a central game mechanic
- adding a new game mechanic
- modifying the result to a playable game
- retaining as much as possible of the original gameplay

You are allowed to choose one of games below as a starting point. Each game has a predetermined game mechanic that you will remove. You are allowed to choose the game mechanic that should be added from the other games' predetermined game mechanics.

GOALS AND DEMANDS

To think about games from a game mechanic perspective and to practice combining gameplay mechanics to understand how individual mechanics affect a game and their gameplay as a whole.

To receive a passing grade for the assignment, you must document your results by filling in the backside of this paper and presenting it to one of the teachers.

LUDO

A western version of an old Indian board game. The players take turn throwing a dice and afterwards moving one of their pieces. The goal is to be the one who first gets their four pieces into the goal. The mechanism that you must remove is that *you have several equivalent pieces*. (You are only supposed to have one piece each instead.)



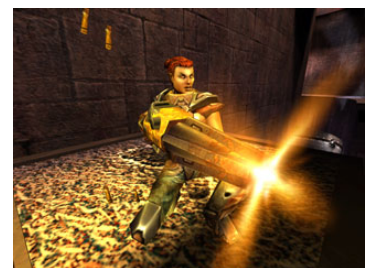
THE SECRET OF MONKEY ISLAND

A classic graphical point and click game from the early 90s. In the game, sword duels are played out by verbally insulting each other. At the beginning of the game, players do not know any crushing insults. Instead they must first loose several duels in order to learn from their opponents. The mechanism that you must remove is that *you have to fail a task in order to gain the knowledge you need to succeed with it*.



QUAKE 3 ARENA

One of many first person shooters for multiple players. The players move about in various environments with the goal to kill each other without dying themselves. New weapons and armour is scattered across the battlefield which can improve your chances. The mechanism you must remove from this game is *real-time - i.e. the ability to at any given time give input to the game that is immediately executed*.



RESULTS

PARTICIPANTS

CHOSEN ASSIGNMENT

- | | | |
|---------------|--|--|
| Ludo | <input type="checkbox"/> <i>necessary failures</i> | <input type="checkbox"/> <i>real-time</i> |
| Monkey Island | <input type="checkbox"/> <i>real-time</i> | <input type="checkbox"/> <i>several pieces</i> |
| Quake 3 Arena | <input type="checkbox"/> <i>several pieces</i> | <input type="checkbox"/> <i>necessary failures</i> |

DESCRIPTION OF THE NEW GAME