Board Game Design

Programming theory begins with defining objects and explaining processes and steps in a clear and explicit language.

A great way to have experience explaining processes and steps is by the creation of an original board game. We will be going through the process of designing and creating our own board games. As we go through this activity, consider how the steps you are taking to design and create the game would apply to creating your own program or computer game.

When you are creating your game consider the following:

* What makes for a fun game?
* What makes you want to keep playing a game or to play it again?
* What do your favourite games have in common?

# Steps to completion:

1. Come up with the concept for your game.
2. Using the top-down approach, plan the output for your game. Envision what your final result will be and work backwards to determine the details for your game.
3. When creating your game, the rules that you create are very similar to the logic that you would develop when writing code for a program or game. Develop a full set of rules for the game.
4. Build your game and have it prepared for class on Monday.

# Evaluation:

Top – Down designed output for game /5  
 Fully developed set of rules /10  
 Final completed board game /10