Day 4 Agenda (Monday 5/11 – Tuesday 5/12)

- All:
  - Content – "Part 01 – What Are Acids and Bases?"
  - Practice – Acid Nomenclature Worksheet
- Designer:
  - Based on the final theme determined by your Developer and the learning objectives described by your Scholar, starting working to fit the theme, learning objectives and game mechanics together. You should already have a good idea of how your game works, and a basic description, but now you need to start making specific notes that you can give to the Editor so that he/she can write the final rulebook.
- Illustrator:
  - Based on the final theme determined by your Developer and the final game mechanisms described by your Designer, begin creating actual game art that you will use for your game. This might include board art, card art, etc. Do NOT begin creating a box or box art – this can wait until you have a game to put in the box.
- Developer:
  - Work with the Designer: Your Designer will be hard at work today trying to make your vision of the theme, the learning objectives of the Scholar and his/her game mechanics all fit together. This is incredibly difficult, and a major part of your job is helping make it work. Work with your Designer today as you develop the full details of your game.
- Scholar:
  - Work with the Designer and Developer: Your Designer and Developer will be working together to find the perfect marriage between the game mechanics and the theme. It is VERY important that you make sure that the learning objectives remain a strong part of your game during this process. Do not be afraid of asserting yourself in order to make the game better. If your Developer is set on including acids turning people into Zombies as part of your game, and you know this might lead to misunderstandings (and actually hurt the game's ability to teach – which I think it would, for the record), then don't be afraid to fight them on it. No one knows the content better than you, and the entire purpose of this game is to teach so make sure that it does, and does so correctly!
- Editor:
  - Complete from Day 3: Work with the Designer: Based on the turn/round description written by your Designer and the more detailed description that you should begin getting today, finish your outline of your rule book. Once you have completed the outline, you can begin writing the actual rulebook. Remember to include the elements that you have found in other rulebooks (such as Game Set Up, Objective (of the game – not the learning objective), Turn/Round Descriptions, Game Ending, etc.)

REMEMBER: While this project is not due until May 22, approximately a week of that time is budgeted for playtesting and revision. You should have a finished project ready to test in class on Monday 5/18 (10A) or Tuesday 5/19 (10B/C).