big game project play testing

In class on **Thursday December 6**, you will "play test" the games of two other groups, as well as let other students play test your game. This part of the project is worth **3 points** out of 25 (total for the project).

A WORD OF ADVICE: Manage your time carefully during the class period. Take turns with your group members to host others playing your game, so that everyone in your group can step away from your game and play others' games.

general instructions

- 1. First, **before class on Thursday Dec 6, read** the short article: *In Defense of Offense: Why We Gamers Shoot* by Stephen Totilo (NY Times, Nov 13, 2012), distributed in class on Tuesday December 4. A link to the article online is also available on the class web page. This article compares two games: *Call of Duty: Black Ops II* and *Halo 4*.
- 2. Then, **in class on Thursday Dec 6, play** TWO of your classmates' games. Spend at least a full minute playing each game, even if you have to play more than once. This will make sure that you have enough information about the different games in order to complete the next step, below.
- 3. Finally, write a review article (for which the Totilo article is an example) comparing your game with each of the two classmates' games that you played.

details for submission

- Your article should be NO LONGER THAN 1 PAGE, 12-point font, 1" margins.
- Include a title for your article and your name at the top of the article.
- Make sure to include the names of the two games you review.
- It is okay if you play more than two of your classmates' games, but your review article should only discuss two of them (in relation to your own game). So if you do play more than two others' games, then just select any two to review.
- Please submit your article in PDF format (but rtf, doc, docx and plain text formats will also be accepted).
- Submit this part of the big game project INDIVIDUALLY, using the online submission system.
- This part can be submitted up until midnight (11:59pm) on Thursday Dec 13.