

MAS.490: Introduction to Game Design

Problem Set #7

Due October 31, 2002 at 3pm. Send problem sets to orwant@media.mit.edu.

Your task for this problem set is to design a game – but you get to choose the genre. (Adventure, action, RPG, strategy, simulation, sports, fighting, god, puzzle.) But to test your limits as a designer, I'm going to give you some decidedly un-gameworthy topics. Your challenge is to design a compelling game using one of these themes:

- Salmonella
- The “fair use” clause of copyright law
- Critical theory
- The Hawley-Smoot Tariff Act
- Onomatopoeia
- The color mauve
- Grout
- The ridges on the edge of a coin
- The Generalized Stokes Theorem
- The number 409

Pick a genre for your game, and write a design document appropriate for that genre – at least five pages in length. Don't include a backstory. The audience of the document is a project manager who has programmers and artists reporting to him; ideally, your document should be enough for him to break down the game into discrete tasks to be assigned to his team.