

# Assignment #3

## Game Jam – Final Game Due 11/1

Create a game that features rhetoric in some way. This could mean procedural rhetoric (the gameplay makes an argument about the world) or it could feature one of our rhetorical lenses in the narrative. You may decide what kind of game you would like to create for the jam. This might be:

- A choose-your-own-adventure narrative game (Twine)
- A card game
- A board game
- A video game (Unity or another game engine - advanced option)
- A role-playing game (small-scale - don't go full DnD)

This game jam will take exactly one week. We will have a brainstorming session on Monday, the actual jam (development) on Wednesday, and play our games on Friday. That means any game you make needs to be short and sweet. For you game lovers out there, you will have a chance to expand your game if you want to later in the semester. Don't let it get too out of hand.

### Development \_\_/30 pnts

- [Monday] Did you decide on a genre (board, narrative, etc.)?
- [Monday] Did you decide on your argument?
- [Monday] Did you sketch/outline the gameplay?
- [Monday] Did you decide on win stakes?
- [Wednesday] Did you begin/continue building your game?
- [Wednesday] Did you discuss your game with your group and get feedback?
- [Wednesday] Did you upload all of your notes and feedback to your website?

### Play & Response \_\_/70 pnts

- Did you play at least three games?
- Did you give the designers feedback on their games?
- Did you complete your game response (post) on your blog?