Assignment

Your team has been tasked with creating a crafting mechanic for an online role-playing game. The system can be thought of as a simple single-player game, played in real time. There is no way to lose the game. The player’s skill and decisions can affect how *quickly* they complete the game, but not whether they succeed or fail.

The system you create must have the following properties:

**Materials:**

* A deck of cards
* A blue plate
* A red plate
* Any other materials you choose.

**Setup:** When the player starts crafting, the deck is shuffled, and both plates are empty.

**Drawing Cards:** At any time, the player can draw the top three cards of the deck. After looking at the cards, the player must choose two to put in the blue plate, and put the third on the bottom of the deck.

**Victory:** The player wins the game (i.e. finishes the crafting task) when he or she has moved ten cards from the blue plate to the red plate.

**Duration:** The game should be winnable in 60 seconds.

Your task is to determine the rule(s) by which cards can move from the blue plate to the red plate.

Assignment

Your team has been tasked with creating a research mechanic for a single-player strategy game. The system can be thought of as a simple single-player game, played in real time. There is no way to lose the game. The player’s skill and decisions can affect how *quickly* they complete the game, but not whether they succeed or fail.

The system you create must have the following properties:

**Materials:**

* A package of dominoes
* A cloth bag
* A blue plate
* A red plate
* Any other materials you choose.

**Setup:** When the player starts crafting, all the dominoes are in the bag.

**Drawing Tiles:** At any time, the player can pull three dominoes from the bag. After looking at them, the player must choose two to put in the blue plate, and put the third back in the bag.

**Victory:** The player wins the game (i.e. finishes the research task) when he or she has moved ten dominoes from the blue plate to the red plate.

**Duration:** The game should be winnable in 60 seconds.

Your task is to determine the rule(s) by which dominoes can move from the blue plate to the red plate.

Assignment

Your team has been tasked with creating a research mechanic for a single-player strategy game. The system can be thought of as a simple single-player game, played in real time. There is no way to lose the game. The player’s skill and decisions can affect how *quickly* they complete the game, but not whether they succeed or fail.

The system you create must have the following properties:

**Materials:**

* Six dice
* A blue plate
* A red plate
* Any other materials you choose.

**Setup:** When the player starts crafting, all the dice are in the blue plate.

**Rolling Dice:** At any time, the player can pick up any number dice in the blue plate, roll them, and return them to the blue plate.

**Victory:** The player wins the game (i.e. finishes the research task) when all six dice are in the red plate.

**Duration:** The game should be winnable in 60 seconds.

Your task is to determine the rule(s) by which dice can move from the blue plate to the red plate.