

Board Game Analysis: The Mechanics of Takenoko

Assignment #2 – CMS.301: Spring 2016

Summary: This is an exercise in game analysis for design purposes. *The task is to identify and describe the game mechanics of the board game Takenoko.*

Learning Goals: To practice identifying and formulating game mechanics in a way that they are abstracted from the particular game context, but specific enough to be useful in the creation of future designs.

Key Dates

- Session 4: Exercise presented in class.
- Two days prior to Session 5: Completed report due. Submit a PDF on the course website. One submission per student. 1-2 pages. Make sure to submit to the correct section!
- One day prior to Session 5: Solution suggestion posted on the course website.

Assignment Description

This is an individual assignment. Students will learn the rules and play or observe people playing the board game Takenoko. Based on this, they will identify 6-8 game mechanics, i.e. design solutions aimed at affecting the game experience.

Each mechanic should be described in terms of "what the player does" and what experience goal we think this was intended to lead to. It is crucial that the gameplay outcome is described in detail even if it is hard to know what the designer's actual intentions were.

Students should also try to connect the mechanics to higher abstraction themes such as conflict, pacing, or balancing when applicable. It is also valued if the student can think of other games that make use of the same mechanic.

Links to resources for doing the assignment are available on the course website.

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