

Family Game Project Milestone 2

Final Family Game Design

[Describe your family game; including the type of game (board game, card game, etc), the number of players, how your game will include the use of probability, and why your game should be considered to be apart of the Hasbros family.]

Rule Book

Your Rule Book should include, but not limited to, the following information:

1. Title of your Family Game
2. General Administrative Details
 - a. How many players can play the game?
 - b. What are the suggested ages for the players of this game?
 - c. On average, how long does it take to play a single game?
3. Introduction
 - a. What is the background story or theme?
 - b. What can you say that will draw the players into the game world?
4. Summary of the game system and objectives
 - a. In GENERAL terms, how is the game played?
 - b. In GENERAL terms, what is the objective of the game?
5. Components of the Game
 - a. In GENERAL terms, what are the game pieces and what do they represent?
 - b. What game specific vocabulary do players need to know?
6. Set-Up
 - a. How do you set-up the game at the beginning?
 - b. What components do each of the players need to start the game?
7. Basic Game Structure
 - a. In what order does a turn/round/phase/etc. occur?
 - b. What are the guidelines players should be sure not to follow? What are against the rules of your game?
8. Specific Game Structure
 - a. Step by step, what happens on a turn? Explain concepts as they occur during a turn.
 - b. Would it be helpful to give an example?
 - c. Are there any special cases with circumstance specific rules?
9. Ending the Game
 - a. How do you know the game is over?
 - b. How do you know who won the game?
10. Appendix
 - a. Is there any extra information that would be helpful or fun for players to know even if it's not necessarily a part of the rule system?