



## “It’s All in the Cards: Designing Card and Card-Driven Games”

**Time:** MW 9:30-11:30 pm EDT / 6:30-8:30 pm PDT

**Duration:** Aug 26-Oct 7, 2024

**Industry Expert:** Damon Stone, Game Designer (Android: Netrunner; A Game of Thrones LCG; Call of Cthulhu LCG)

**Academic Expert:** Andrew D. Devenney, Associate Director of CLGS, Co-owner and Publisher of Superhero Necromancer Press

In this course we'll discuss different kinds of games that use cards, generally recognized industry terms and definitions, how to design, prototype, and test these games, recognized best practices and pitfalls to avoid. Students will work together to design, test, and develop a card game or will work on a card game they have that is currently in the early design stage.

### Course Schedule

#### *Week One*

##### **Monday, Aug 26th**

- Introduction to Course & Gather Platform
- What Do YOU Need Out of the Class?
- What is the distinction between a card game and a card-driven game?

##### *Assignment*

- *Brainstorm game ideas*

##### **Wednesday, Aug 28th**

- How to create tempo, early/mid/late game flow, and economies

##### *Assignment*

- *Write a vision document*
- *Answer “What experience are you creating for your players?”*

#### *Week Two*

##### **Monday, Sept 2nd**

- Build a proof of concept, introduction to nandek and <https://screentop.gg/>

##### *Assignment*

- *Continue building proof of concept prototype*

##### **Wednesday, Sept 4th**

- **NO CLASS**

*Week Three*

**Monday, Sept 9th**

- Playtest digital proof of concept

*Assignment*

- *Review notes and feedback and implement changes as needed*

**Wednesday, Sept 11**

- Examining complexity/simplicity of the system
- How to build out mechanics

*Assignment*

- *Build out mechanics and complete one player's worth of cards*

*Week Four*

**Monday, Sept 16th**

- Review changes, troubleshoot mechanics

*Assignment*

- *Revise prototype and carry out an outside playtest*

**Wednesday, Sept 18th**

- Examine complexity/simplicity of the cards
- How to build out a card pool

*Assignment*

- *Build out a card pool and complete another player's worth of cards*

*Week Five*

**Monday, Sept 23**

- Review new changes and troubleshoot cards

*Assignment*

- *Revise prototype further and carry out a second outside playtest*

**Wednesday, Sept 25**

- Playtest prototype

*Assignment*

- *Re-examine all assumptions about what you are doing and why*
- *Review vision document and determine what has not made it into the game and determine whether it would be improved by that addition or altering what is present to be a better fit than your first vision*

*Week Six*

**Monday, Sept 30**

- Rules documents and crafting consistent language

*Assignment*

- *Write or revise existing rules documents, covering all phases, possible player actions, and a glossary of terms*

**Wednesday, Oct 2**

- Prototype Presentations, Part 1

*Week Seven*

**Monday Oct 7th**

- Prototype Presentations, Part 2

## Assessment

In order to certify your completion of this course, you must finish each of the six core Challenge activities listed below before the end of the course:

- Brainstorm Game Ideas
- Write a Vision Document
- Mechanics Build Out and Card Set 1
- Outside Playtest Report
- Card Pool Build Out and Card Set 2
- Prototype Presentation

Finishing the Challenges requires submitting a 1-2 page summary of your creative activities for each Challenge by the appropriate class period deadline. Instructors will provide feedback on your submissions, either in class or in writing or both (depending on the nature of the Challenge assignment).