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## Problems and Brainstorming

Audience mindset when working on this project:  
people my age....like Carlos over there



### **Problems**

a) too easy

b) waiting to take turns is boring

c) if you fall behind early on, your only hope is that the other people will also screw up, otherwise you're screwed

d) even if you play a perfect game, whoever goes first will win

e) turns are self-contained, there's no real interaction between players, they don't affect each other

f) the more people play, the bigger the downtime-to-playtime gets, and the more boredom is able to flourish

g) punishments (losing turn if falling or stepping on lines) but not much in the way of rewards (you get to keep going, woo)

h) you need an existing court, or someplace that you can draw with chalk

Good things that I think I should keep:

- 1) rise in difficulty, as far as having to throw the thingy accurately at a farther distance

## Brainstorming

### Technology

- 1) Rope lights!
- 2) A pad you can role up and take around, like twister (h)
- 3) **play it on stumps (a)**
- 4) play it on stumps, in water (a)
- 5) play it on stumps, in lava! (a)
- 6) panels should light up when you step on them
- 7) attach squeakies to your shoes
- 8) TRAMPOLINES!
- 9) those suction-cup balls, so you have to throw it real hard to get it to stick in the square. And if it doesn't stick, it will surely bounce way the hell far away. (a, c, d)
- 10) dice (see 18 in mechanics)
- 11) **portable panels (see 19 in mechanics)**
- 12) Use playing cards as "random drawing" element
- 13) Velcro?
- 14) Each panel should make a different sound when you step on it

### Story

- 1) **Maybe you're hoppin on the backs of turtles, you know, to avoid the alligators?**
- 2) Land mines!
- 3) Cloud hopping
- 4) **Mountain goats**
- 5) Plum pole training
- 6) One-legged kangaroos??
- 7) **Stealing eggs from a nest**

### Game Mechanics

- 1) Everyone has a thingy, and some croquet type thing happens if you get your thingies in the same square
- 2) Timed hopscotch
- 3) **Non-turn takers have some active role during their non-turn (b, e)**
- 4) Maybe, like, a giant board where everyone plays at the same time (b, f)
- 5) 3-4 players against each other, have to decide whether to advance or to screw over someone else (e, f, c, d)
- 6) maybe there's a traitor!
- 7) eyes closed! (a)
- 8) you have to stand on one leg the whole time, even not during your turn, and other people can somehow turn your square into a neutral zone to relieve you, or not! (a, b)
- 9) eyes closed, and other players have to guide you (a, b, e)
- 10) **if you played with stumps (or buckets), then the non-turn takers could act as spotters (b)**

### Aesthetics

- 1) Multi-player board, multi-color chalk!
- 2) Use tiny Jawa as the throw-thingy, aw
- 3) if you do mountain goats, someone totally has to wear horns and ears
- 4) GIANT board game
- 5) Jungle!
- 6) referring to mechanics: 20, make the pieces a puzzle, so when you pull them out randomly, they still have to be attached in a certain way

**11) make it cooperative, not competitive. All players' turns affect some end goal (e)**

12) if you use buckets, arrange it so that the buckets decrease in size, that way it's easy on the way up, but harder on the way back (a)

13) multiple courts, everyone on it, with tiers (b, f)

14) have a ref, everyone else plays at once, but timed. Whatever square you're on when time is over is your point.

15) Trivial Pursuit

**16) Collect something in the heaven zone and bring it back**

17) have a set number of turns overall among all players, have a way to gain more turns (e)

**18) roll a 10 sided die to see what square you must throw the thingy on (c, d)**

19) rearrangeable court, like you can swap out the squares to make it trickier for the current hopper (b, c, d, e)

20) start out with, like, 3 squares, and progressively add more

21) draw random things to decide how many/what kind of panel you have to add. Different things worth different points? (h, c, d)

22) Several people on one court at once have to figure out how to bypass each other (b, f)

**23) Something where each round the turn order is switched up (b, c)**

24) Treat one round of hopscotch as a mini-game for a greater game

25) Tournament bracket shaped court

**26) Musical chairs + hopscotch**

## Short List of 3 Ideas

*Elevated Hopscotch*

This is hopscotch with normal rules with a few exceptions: The tiles are elevated platforms. During their not-turn, players act as spotters for the current hopscotcher. Each round, you roll a die to determine turn order.

This might be a bit too simple.

### ***Musical Hopscotch***

There are 3 hopscotch courts, 3 players, and a ref. Ref starts the music and the players hopscotch away (as per normal rules). When the ref stops the music, if you are not holding the marker, no points for you. If you ARE holding the marker, then you get the point value of whatever square you're standing on. The neutral zone at the end is worth 0 points, the start zone is worth 10 points.

As a rule, the ref can't be a jerk. Or maybe have 2 refs, one to do the music (not looking at the players) and one to watch the players and make sure they aren't dawdling. Hmmm....figure this out

Tally points, rinse, repeat. Perhaps the court gets shorter each round? Yeah! And then the very last round it's just 10 points, 1 point, or no point. Muahahaha!

### ***Stealing Eggs***

This is a cooperative hopscotch that uses the elevated platforms. There is a pile of "eggs" in the neutral zone. You have 4 people and a limited number of turns (let's say 10). The goal is to collect as many eggs as you can at the end of 10 turns

First, roll a die to see which tile the marker has to be thrown in. Take turns trying to land the marker on that tile (landing a marker on an elevated platform is tricky, that is, if the marker is a Jawa and the platform is an obsolete Flash manual). Whoever lands it hopscotches up like normal, picks up an egg, and hopscotches back (picking up their marker along the way like normal).

If the person falls, roll to see if the egg cracks. If it does, turn over, no eggs for you. If it doesn't, then leave the egg on the tile you fell on, for a chance for the next person to get 2 eggs in one go. If you fall, you can't make a hopscotch attempt the next turn.

This might be a bit too complicated...

## **Iterations and Analysis – Musical Hopscotch**

## 1st Iteration

### Requires

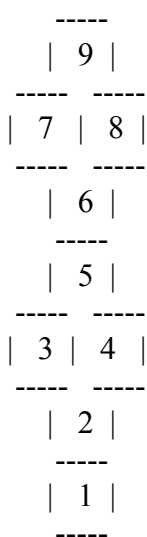
- 3 hopscotch courses side by side
- 3 markers to throw
- 1 big 'ole rug or something to cover the end of the course, or perhaps sheets to cover individual squares
- some musical device

### Gameplay

This game requires 3 players and a ref (possibly 2 refs, one to run the music, and one to watch the players and make sure they don't dawdle. More on this later). Each player stands at a court. The courts are laid out with 9 squares, a neutral start zone, and a neutral end zone. Like this:

Neutral End Zone

(0 points)



Neutral Start Zone

(10 points)

- 1) The ref starts the music, and each player begins hopscotch on their respective court according to the typical rules (see below).
  - a) Player tosses his marker onto square 1, must hop over it on one foot up to the neutral zone at the end of the court (neutral zones mean the player can stand there normally), where he turns around and hops back, stopping to pick up his marker along the way.
  - b) Next, he tosses his marker in square 2, continuing as before, hopping over the square with the marker and picking it up on the way back.
  - c) This is repeated for all 9 squares, and then starts over again at 1
  - d) on the double squares (3/4, 7/8) the player may land with one foot in each square and continue.

- e) If the player misses the square his aiming for with the marker, he must fetch his marker and try again
  - f) If the player lands on a line instead of the interior of the square, or falls over, he must start the turn over.
- 2) At some point, the ref stops the music. Everyone freezes on the space they have landed on. If the player currently is not holding his marker, he gets no points. If he is holding his marker, he gets points as follows:
- a) If he's standing in a square, he gets the point value of that square
  - b) If he is standing on the double squares, with one foot in each....I...haven't figured out what to do for this part yet
  - c) If he is standing in the neutral zone at the end of the court, he gets 0 points
  - d) If he is standing in the neutral start zone, he gets 10 points
- 3) The ref tallies up the points and resets for a new round, covering up the 9 square with the big ole rug (representing the end neutral zone). The court is now 8 squares long
- 4) The cycle is repeated for the rest of the squares, progressively moving the end neutral zone down to cover squares, the last round will have the court set up as start zone, square 1, end zone. The start zone is always worth 10, the end zone is always worth 0
- 5) Whoever has the highest total score at the end wins!

**Some other general rules:**

- players have to keep pace, they can't dawdle down in the start zone holding onto their marker, they must keep going
- the ref can't be a jerk with the music, or stop the music in such a way to get one player to win, it should be random. Hence the idea of having 2 refs, one who is operating the music and not looking at the players, and one who is watching the players to make sure they aren't cheating. Or you can have one ref operating the music and not watching the players, but then the players have to be on the honor system. It's tricky.
- if, for some reason, you have a ton of people, form teams and do this as a relay!

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**1st Run Through Analysis**

The good: this design addresses several problems. There is no waiting for turns, so you don't get bored doing that. There is random time pressure, which speeds the game along. Because everyone's pacing is different and the music stops at a random time, your point values will be random, so it's not a matter of falling behind early on and just staying there. There is incentive to progress. Multiplayer simultaneous is fun.

The bad: This design is highly subject to griefing (a person could just fake messing up throwing it into 1 so they're always standing in the 10 spot and likely to be holding the marker). Carlos and Edmundo felt that too much was left to randomness, there wasn't an

incentive to keep going as fast as you can. Also, Andy could still kind of hear where they were on the board, and often stopped the music way early, so that no one tended to get past 3 or 4.

We also tried a version where I eliminated points in neutral zones, gave each person a point for completing a lap, and when the music ended, you got bonus points based on your square (if you were holding the marker). Edmundo felt that with this design, the more skilled person would always be further ahead.

Carlos suggests: try to nail down the whole "When the music stops something random happens" so that it's not just hopscotch race.

Consider

- eliminating the need to be holding the marker in order to gain bonus points would give less skilled players a chance
- to balance this, the amount of points you would get for completing a circuit would need to be adjusted to prevent Quidditch syndrome
- consider writing a program to automate the stopping of the music to eliminate ref bias (and the need for an extra ref)

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## ***2nd Iteration***

### **Requires**

- 3 players
- 1 ref/scorekeeper
- 3 hopscotch courses side by side
- 3 markers to throw
- Lisa's handy dandy musical chairs automated random music stopper script

### **Gameplay**

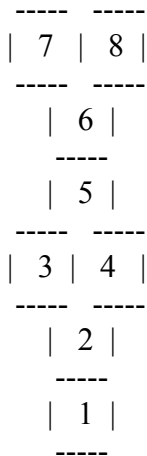
Each player stands at a court. The courts are laid out with 9 squares, a neutral start zone, and a neutral end zone. Like this:

Neutral End Zone

(0 points)

-----  
| 9 |





Neutral Start Zone  
(0 points)

- 1) The ref starts the music, and each player begins hopscotch on their respective court according to the typical rules (see below).
  - a) Player tosses his marker onto square 1, must hop over it on one foot up to the neutral zone at the end of the court (neutral zones mean the player can stand there normally), where he turns around and hops back, stopping to pick up his marker along the way.
  - b) Next, he tosses his marker in square 2, continuing as before, hopping over the square with the marker and picking it up on the way back.
  - c) This is repeated for all 9 squares, and then starts over again at 1
  - d) on the double squares (3/4, 7/8) the player may land with one foot in each square and continue.
  - e) If the player misses the square his aiming for with the marker, he must fetch his marker and try again
  - f) If the player lands on a line instead of the interior of the square, or falls over, he must start the turn over.
- 2) Each time a player completes a circuit, he gets x points (lets start with 2). The ref should keep track of how many circuits each player completes.
- 3) At some point, the music will randomly stop. Everyone freezes on the space he has landed on.
  - a) If he's standing in a square, he gets the point value of that square
  - b) If he is standing on the double squares, with one foot in each....I...haven't figured out what to do for this part yet
  - c) If he is standing in a neutral zone at the start or end of the court, he gets 0 points
- 3) The ref tallies up the points and players reset for the new round. They players should start where they left off (i.e. if they froze on the circuit where their marker was on 5, when they start over they should throw the marker on 5 again and continue).

4) Rinse and repeat for 10 rounds

5) Whoever has the highest total score at the end wins!

**Some other general rules:**

- players have to keep pace, they can't dawdle down in a square, they must keep going
- if a player gets through 9 circuits, they should just begin again from 1
- if, for some reason, you have a ton of people, form teams and do this as a relay!

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## 2nd Run Through Analysis

Note: due to space issues, I reduced the number of players to 2

The good: This design eliminated the griefing problem I was having earlier, as everyone had incentive to keep going due to the points they got at the end of each circuit. It certainly creates the opportunity to have a reversal.

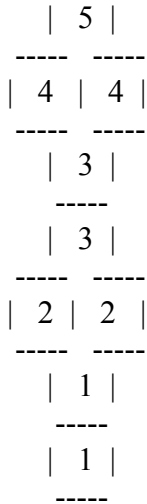
The bad: it's **really** difficult for people to stop where they are when the music stops, usually they are going so fast (to complete the circuit) that it's nearly impossible not to stumble. I also thought the time intervals were too long (easily fixed: shortened!). For bad math scorekeepers like me, it's tricky to keep score. I think I'm going to keep the players to 2 to make it easier on me. I'm wondering if the bonus is too much of a reversal....hang on, let me do some math...

<b>Andy</b>	<b>Max</b>
8	8
4 (12)	2 (10)
4 (16)	4 + 7 bonus (21)
16	21 (14 without bonus)

At this point I made 2 changes, I shortened the time interval for when the music would stop, and I swapped out bean bag animals for juggle balls so that they would be using the same thing for throwing (new problem: it's really hard to throw the balls in the squares!)

<b>Andy</b>	<b>Max</b>
6	6





Neutral Start Zone  
(0 points)

- 1) The ref starts the music, and each player begins hopscotch on their respective court according to the typical rules (see below).
  - a) Player tosses his marker onto square 1, must hop over it on one foot up to the neutral zone at the end of the court (neutral zones mean the player can stand there normally), where he turns around and hops back, stopping to pick up his marker along the way.
  - b) Next, he tosses his marker in square 2, continuing as before, hopping over the square with the marker and picking it up on the way back.
  - c) This is repeated for all 9 squares, and then starts over again at 1
  - d) on the double squares (2 and 4) the player may land with one foot in each square and continue.
  - e) If the player misses the square his aiming for with the marker, he must fetch his marker and try again
  - f) If the player lands on a line instead of the interior of the square, or falls over, he must start the turn over.
- 2) Each time a player completes a circuit, he gets 1 point. The ref should keep track of how many circuits each player completes.
- 3) At some point, the music will randomly play a bell and stop. Everyone freezes on the space he is currently on.
  - a) If he's standing in a square, he gets the point value of that square
  - b) If he is standing on the double squares, with one foot in each, he just gets the point value of 1 square (either 2 or 4)
  - c) If he is standing in a neutral zone at the start or end of the court, he gets 0 points
- 3) The ref tallies up the points and players reset for the new round. They players should start where they left off (i.e. if they froze on the circuit where their marker was on 5, when they start over they should throw the marker on 5 again and continue).

4) Rinse and repeat for 10 rounds

5) Whoever has the highest total score at the end wins!

**Some other general rules:**

- players have to keep pace, they can't dawdle down in a square, they must keep going
- if a player gets through 9 circuits, they should just begin again from 1
- if, for some reason, you have a ton of people, form teams and do this as a relay!

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**3rd Run Through Analysis**

The good: the bell signal DEFINITELY helped with people registering when to stop. Both Ryan and Dev said they had fun playing. I also reduced the number of rounds to 5, so they didn't get as tired as 10 rounds.

The bad: The point spread is still funky. Ryan and Dev suggested squishing the point spread, and randomizing it. Like, putting the highest point value in the middle, and throwing some negative points in there too. I also need to clarify a rule about not getting the bonus if you fall down.

<b>Dev</b>	<b>Ryan</b>
1 + 5 bonus (6)	2
1 (7)	2 + 1 bonus (5)
0 + 2 (9)	0 + 3 (8)
2 (11)	1 (9)
1 (12)	1 (10)
12 (5 without bonus)	10 (6 without bonus)

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**4th Iteration**

**Requires**

- 2 players
- 1 ref/scorekeeper
- 2 hopscotch courses side by side
- 2 markers to throw
- Lisa's handy dandy musical chairs automated random music stopper script

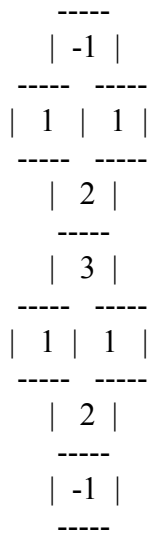
**Gameplay**

Each player stands at a court. The courts are laid out with 9 squares, a neutral start zone,

and a neutral end zone. Like this:

Neutral End Zone

(0 points)



Neutral Start Zone

(0 points)

- 1) The ref starts the music, and each player begins hopscotch on their respective court according to the typical rules (see below).
  - a) Player tosses his marker onto the first square, must hop over it on one foot up to the neutral zone at the end of the court (neutral zones mean the player can stand there normally), where he turns around and hops back, stopping to pick up his marker along the way.
  - b) Next, he tosses his marker in the second square, continuing as before, hopping over the square with the marker and picking it up on the way back.
  - c) This is repeated for all 9 squares, **and then starts over again at the first square**
  - d) on the double squares the player may land with one foot in each square and continue.
  - e) If the player misses the square his aiming for with the marker, he must fetch his marker and try again
  - f) If the player lands on a line instead of the interior of the square, or falls over, he must start the turn over.
- 2) Each time a player completes a circuit, he gets 1 point. The ref should keep track of how many circuits each player completes.
- 3) At some point, the music will randomly play a bell and stop. Everyone freezes on the space he is currently on. If he falls over, he gets no bonus points
  - a) If he's standing in a square, he gets the point value of that square
  - b) If he is standing on the double squares, with one foot in each, he just gets the point

value of 1 square (always 1 point)

c) If he is standing in a neutral zone at the start or end of the court, he gets 0 points

3) The ref tallies up the points and players reset for the new round. They players should start where they left off (i.e. if they froze on the circuit where their marker was on the fifth square, when they start over they should throw the marker on the fifth square again and continue).

4) Rinse and repeat for 5 rounds

5) Whoever has the highest total score at the end wins!

**Some other general rules:**

- players have to keep pace, they can't dawdle down in a square, they must keep going
- if a player gets through 9 circuits, they should just begin again from 1
- if, for some reason, you have a ton of people, form teams and do this as a relay!

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**4th Run Through Analysis**

The good: the point spread was much closer this time around. People seem to be having more fun with each iteration. This go I tested with Rich, Betsy, and Carlos.

The bad: I need to change the minimum length of the music, as if you have a short round, it benefits people who are stuck at the beginning. Carlos suggested I have the minimum range increase with each round, since people are more likely to get stuck at the beginning on the later rounds. Rich didn't like using the negative numbers because the punishment seemed awkward. I concurred and did away with them, I think 0s are enough of a punishment.

In essence of time, I used post-it notes to mark the point values of each square. Rich thought it would be clever if you let the player lay out the point values of the other person's court, or perhaps their own. I liked this idea, and tried with Betsy and Carlos with them laying out the point spread on their own courts. It worked out really well, because it gave them a sense of control over their bonus points, instead of it being completely random. I'm keepin it! Score spreads:

<b>Rich</b>	<b>Betsy</b>
1	1
1 (2)	1 -1 (1)

1 + 2 (5)	1 + 1 (3)
0 + 2 (7)	0 (3)
1 + 1 (9)	1 + 1 (5)
9 (4 without bonus)	5 (4 without bonus)

**Carlos**

2	2
2 (4)	1 + 1 (4)
2 (6)	2 (6)
1 (7)	1 (7)
0 + 3 (10)	0 (7)
10 (7 without bonus)	7 (6 without bonus)

**Betsy**

## Final Version - Musical Hopscotch

**Requires**

- 2 players
- 1 ref/scorekeeper
- 2 hopscotch courses side by side (diagram below)



- 2 markers to throw. Bean bag animals work just fine
- 2 sets of point value cards (four 1s, two 2s, one 3), or just use post-it notes with these values written on them.
- Lisa's handy dandy musical chairs automated random music stopper script, and a computer with Flash Player to play it on (hopsotchplayer.swf)

**Summary:**

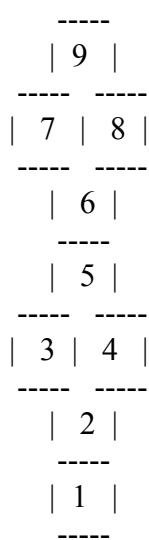
In Musical Hopscotch, 2 players score points by completing circuits, hopping up and down their court as quickly (but as accurately) as they can. They can potentially score bonus points by stopping in certain squares when the music stops.

**Game play:**

Each player stands at a court. The courts are laid out with 9 squares, a neutral start zone, and a neutral end zone. Like this:

Neutral End Zone

(0 points)



Neutral Start Zone

(0 points)

**1) Each person takes a set of point value cards and lays them out next to his court, 1 card per row.** This will determine the bonus points a player gets if they land in that row when the music stops. Players can not put point cards in the neutral zones. Each player can lay down four 1s, two 2s, and one 3. Explain the rest of the rules before doing this, so they'll know the overall goal of the game.

Here's an example of how to lay out points...



**2) The ref starts the music in the swf, and each player begins hopscotch on their respective court according to the typical rules (see below).**

a) Player tosses his marker onto the first square, must hop over it on one foot up to the neutral zone at the end of the court (neutral zones mean the player can stand there normally on both feet), where he turns around and hops back, stopping to pick up his marker along the way.

b) Next, he tosses his marker in the second square, continuing as before, hopping over the square with the marker and picking it up on the way back.

c) This is repeated for all 9 squares, **and then starts over again at the first square**

d) on the double squares the player may land with one foot in each square and continue.

e) If the player misses the square he is aiming for with the marker, he must fetch his marker and try again (he may walk normally to do this)

f) If the player lands on a line instead of the interior of the square, or falls over, or lands out of a square altogether, he must start the turn over.

**3) Each time a player completes a circuit, he gets 1 point.** The ref should keep track of how many circuits each player completes.

**4) At some point, the music will randomly play a bell and stop. Everyone freezes on the space he is currently on.** If he falls over, he gets no bonus points

- a) If he's standing in a square, he gets the point value of that row (the value on the card he laid next to that row)
- b) If he is standing on the double squares, with one foot in each, he just gets the point value of the card next to that row
- c) If he is standing in a neutral zone at the start or end of the court, he gets 0 points

**5) The ref tallies up the points and players return to the beginning of the court for the new round.** They players should start where they left off (i.e. if they froze on the circuit where their marker was on the fifth square, when they start over they should throw the marker on the fifth square again and continue).

**6) Rinse and repeat for 5 rounds**

**7) Whoever has the highest total score at the end wins!**

**Some other general rules:**

- players have to keep pace, they can't dawdle or just stand in a square, they must keep going ("dawdling" is defined by the ref's discretion, just don't be a griever)
- if a player gets through 9 circuits, they should just begin again from 1
- if, for some reason, you have a ton of people, form teams and do this as a relay!

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## ***Final Analysis***

### **The Good:**

This design still addresses the original problems I was trying to solve. There is no waiting for turns, and the pace of the game is much swifter than original hopscotch, so there's little time to stand around being bored. By giving points for completing circuits and breaking the activity down into rounds, I found that people did not despair at falling behind early on (as, it is quite easy to catch up). Plus, with the random bonus point element, there's always the chance of a reversal, but it isn't drastic enough to be discouraging to the other player. I think part of this comes from letting the players choose which squares to assign what points to; it seems to give them a sense of control.

Another problem I solved along the way was people having a terrible time stopping themselves from moving when the music stops. It is just difficult to register when the

music cuts off, especially if you are in a hopping race and focused on your movement. I was amazed at how effective adding a bell signal addressed this problem. Beyond my first iteration, when I put in the element of increasing one's score by completing circuits, I didn't have any more griefing issues (people intentionally messing up or hopping sluggishly to try and be in a certain place when the music stopped), players were motivated to keep going.

With this iteration, people seem to have fun and enjoy themselves, and create playfully exaggerated competition without getting discouraged or bored. People really seemed to enjoy the music and thought it added an element of fun to the game.

### **The Bad:**

Though I reduced the role of the ref/scorekeeper, he still has a pretty significant job to do as far as keeping track of circuits and making sure no one is cheating. Adding a ref actually solved a personal project for me: that physical games are usually too painful for me to keep up with, but a scorekeeper spot is a way to still be involved in the game. I realize, though, that many people may consider this role somewhat of a chore.

Another problem is that in the current version, one requires my flash script and a computer to play it on for the music. The game could certainly be played with any form of music that could be stopped and restarted, but I like my script because it keeps things random (as I discovered in my first iteration, if your role is to stop the music at random, it is very difficult to do so without bias towards one player or another). However, seeing as two hopscotch courts lends itself to a large space (such as outdoors) and computers are typically found indoors, this could cause some problems.

## Hop Scotch Process Log:

Tuesday, Jan 15: researched hopscotch

Wednesday, Jan 16, 1:55-2:15: played hopscotch with Carlos

Wednesday, Jan 16, 9:45-10:00: pondered problems

Thursday, Jan 17: started brainstorming

Friday, Jan 18: posted about the problems I came up with in my blog

Friday, Jan 18, 9:15-10:30 : more brainstorming

Friday, Jan 18, 3:30 - 3:45: Found a pile of books to try out elevated idea

Friday, Jan 18, 3:45 - 4 : More stormin of brains

Friday, Jan 18, 4 - 5: kinesthetic (writing) brainstorms, trying to pick 3

Friday, Jan 18, 5-5:30: discussed 3 ideas with random German friend and with Andy

Friday, Jan 18, 5:30 - 6: Fleshed out my 3 ideas

Friday, Jan 18, 9:30-9:34: Made rule set for my final idea and set up course

Friday, Jan 18, 10:30 pm: playtested with peoples

Friday, Jan 18, 11:00pm - 1:30am: redesigned and spent forever writing an auto-music-random-stopper-script.

Saturday, Jan 19, 12:00-1:30pm: re-wrote ruleset for second iteration and tested my script, playtested with Max and Andy

Sunday, Jan 20, 10:00pm: brainstormed solutions

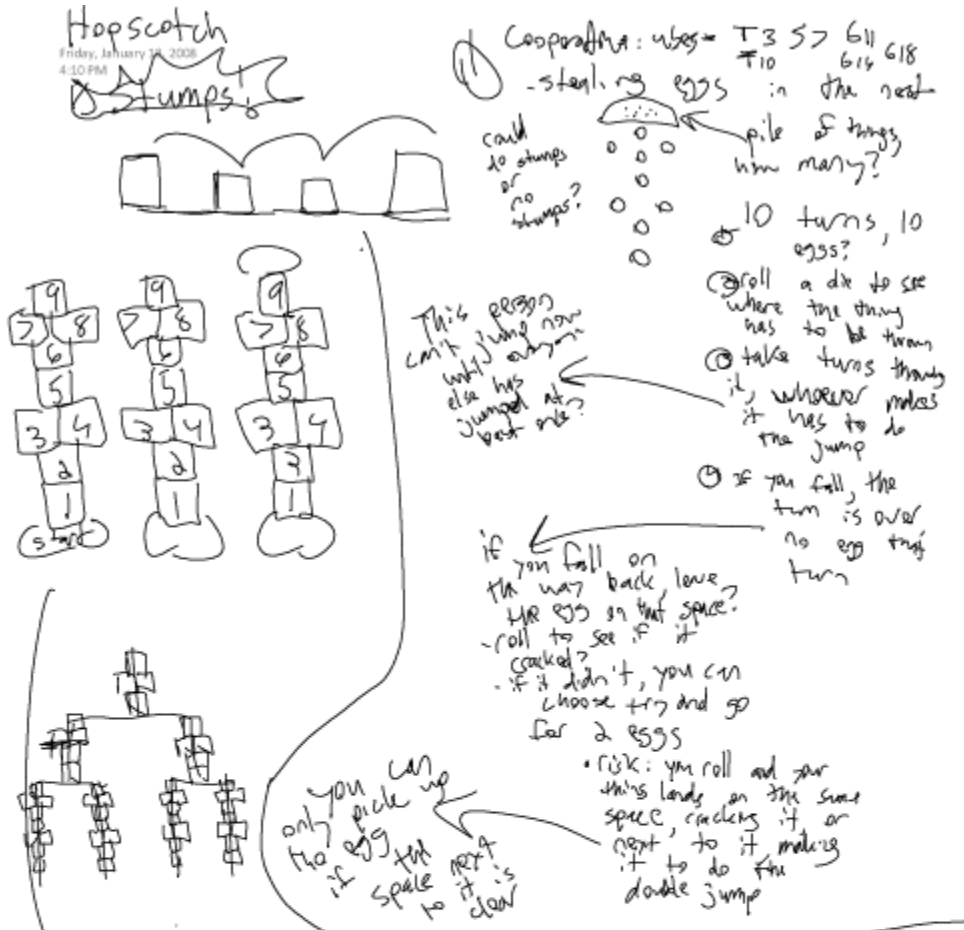
Monday, Jan 21, 1:30pm: playtested with Dev and Ryan. Re-wrote rules.

Monday, Jan 21, 4:30pm: playtested with Rich, Betsy, and Carlos. Re-wrote rules.

Monday, Jan 21, 9:30pm: compiled my stuff and had random people who hadn't played my game yet and who aren't in class read over my final rules



**Scribbles**



**Race! Musical hopscotch?**

- roll times it, 3 at once
- play like normal
- when the music stops
  - if you have the thing in your hand you get whatever point value you are currently on
  - start = 10 pts
  - neutral = 0 pts

will # in middle

straight up stumps normal hopscotch rules but...

- non-turn takers act as spotters
- roll dice every turn to decide the order people go in

Don 1 + 1 | Ryan 11