# Project 2b: Plays Well with Others

**What’s the assignment?**

Game design typically relies on collaboration between dozens of different people. While text-based gaming does not follow this trend, we will attempt to investigate it briefly. In this assignment, you will create a working room (or small set of rooms) that will be a piece of a larger game. I will divide the class into two groups. Your room will contain objects that can be used in your room and at least two objects that works in another person’s room. Works with might mean a device that only works in someone else’s room, or it might just mean a note that offers information that allows a player to interact in a different room in a new way. We will glue all of the rooms together into a single, playable game. You will also be responsible for creating a new property, kind, action, or activity. Your final product will be accompanied by a short essay (500-700 words) explaining how working with others created challenges and opportunities for you.

In addition to the short essay, you will be expected to annotate your source code using [bracketed lines] as we did in Project 2a. The final game will be posted by one of the designers on the discussion board on eCollege by class time on Feb. 28. The designer will post the source code in the description and a link to the online version, along with a copy of the game file (a .zblorb file renamed .html).

As you begin, consider some of the things you did in Project 2a. Are there things you want to repeat? Avoid? You do not have to use any of the same room you designed previously. Conversely you may use all of the previous game. Whatever works best with the other rooms. This assignment is designed to enhance your Inform skills. When you are working with other students, notice how they are accomplishing similar tasks and consider emulating them. Pay special attention to the overall gameplay experience.

**How do I approach the assignment?**

## This assignment asks you to extend your knowledge of inform in collaboration with other students. Your grade for this project will be 70% individual and 30% group. You’ll need to speak up if you think your group is getting off track. You’ll need to help everyone stay organized. Because you will be responsible for creating a new property, kind, action, or activity, it’s important that you work with your group to determine what needs to be developed. You will also need to work with other group members to ensure that your rooms are not insular – that the puzzles involve pieces from multiple rooms.

As in Project 2a, use Timmons and the Inform Documentation as references throughout. Use brackets to cite any code you took from elsewhere. For example:

The hall is a room.

A wicker cage is here. "There is a large wicker cage discarded nearby."

[Taken from Inform Documentation 3.1 and slightly modified.]

Notice that in this example I put the section number for reference. Throughout the assignment, also make notes explaining why you did certain things.

A laboratory is a room.

[I though that just by starting the player in a laboratory, the player would assume s/he is a scientist. Wait till s/he finds out s/he’s a rat!]

## Evaluation

## Your game will receive a letter grade based on your own work and your group’s work. You must demonstrate that you know what you are doing in terms of coding and theory in order to receive full credit. You can prove your coding skills by creating a working, enjoyable game. You can prove your theoretical skills by reflecting on the game in the essay and within the code itself. Late responses won’t be accepted (they’ll receive an F). I have created two rubrics: one for individual students and one for the group as a whole. Your grade for Project 2b will be 70% individual and 30% group.