

Designing a Game

Background

Many games introduce elements of chance with random processes. For example, card games use shuffled cards, board games often use dice, and bingo uses randomly selected numbers.

Your Task

Design and then analyse a game for two or more players, involving some form of random process. One of the players may assume the role of dealer or game master.

Developing an Action Plan

You will need to decide on one or more instruments of chance, such as dice, cards, coins, coloured balls, a random-number generator, a spinner, or a nail maze. Recommend a method of tracking progress or keeping score, such as a game board or tally sheet. Create the rules of the game. Submit a proposal to your teacher outlining the concept and purpose of your game.

