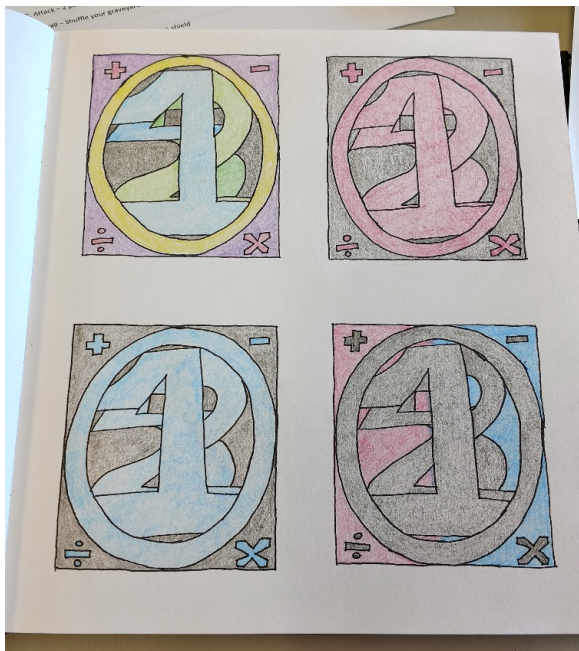


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Game Design
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Math Wars

When creating the game, first I thought about what I wanted to do with it. Personally, I hate math. Being in a math class this semester made me think about why I dislike math, especially having been without a math class since my freshman year of college. So thinking about math, I wanted to take the simplest version of it and create a game. I also wanted to create a card game like Pokemon or Yu-Gi-Oh. Combining those two ways of thinking, I created Math Wars. Math Wars is a game of war using math and shapes.

In Math Wars, like in any two player card game, the objective is to defeat the opponent by showing off incredible math skills. The first set comes with the Rainbow Field, 4 life cubes, and a deck of ready-made cards. In this case, creating everything necessary means there is one field for the two to look at for placements, 8 life cubes so four go to each person, and while I would have preferred more cards, there is only enough for about two half or $\frac{3}{4}$ decks.



Observing how people play the game, there is actually a lot of strategy that goes into it. Depending on how high a skill at math they have, one opponent could easily outplay the other, but that's not the only thing. It's also timing of using cards, especially since all go to the graveyard after use. Say a player has a full field of Attacking cards. The player can choose to use all of their cards at once or space it out. There were different play styles regarding this and none was more superior than the other. The life cubes, once I figured out how to show a shield, became very useful, especially when showing how someone became damaged.

Things I've changed over the iterations are the ideas for the cards and the field. I went from having an attacking/defending game to just an attacking game because trying to defend against attacks with the limited amount of cards I created made things difficult. If I were to create more cards and have full decks, then I would implement defense back into the game in some way. As for the field, from the beginning I knew I didn't want it to be a rectangular field since every card game uses that. So instead I used a straightforward rainbow design. The front six spaces are places where the attacking cards go, the bottom two are where the Power Cards are placed when used, the middle is the deck spot, and the middle bottom is the graveyard.

Different lenses I've focused on when creating this game are the lenses of Knowledge and Fun. I want the players to become better at basic math. Possible expansions could be more advanced math, making it more applicable to people learning fractions or algebra. Going off of the lens of fun, I wanted to use natural competitiveness to make the game fun, hence the reason why I wanted to create the game in a versus setting. Playing against different people will increase skill since everyone has different ways of playing.

