Hopscotch Hamlet
Haley Yang

Part I

a. Good Points

1. Easy to set up.
2. Easy to play, even for kids
3. As a physical game, it helps players exercise their bodies
4. Can be played with friends
5. It is fun to see others failing, because it looks very easy

b. Problems

1. When one player is playing, the others have nothing to do
2. Mechanics are too simple. Players repeat similar actions every turn, which is boring
3. Players can't learn anything from it
4. No teamwork
5. The course looks rigid
6. No story

c. Brainstorm

- **Technology**

1. Use projector to display dynamic/colorful courses
2. Use electronic screens that allows players to step on to display dynamic/colorful courses
3. Use computer graphics to generate courses based on photos of buildings
4. Use DDR pads to build the course so that players' movement can be detected
5. Digital games that can be set in a 3D world
6. Use leap motion/Makey Makey or PS Moves to detect hoping
7. Use Kinect to detect players' gestures
8. Use oculus rift to view the 3D course. Use two PS Moves to track the hop in place, use other device to detect the distance
9. Develop apps to view different courses setting
10. Develop apps to share players' customized courses

- **Story**

1. A girl who delivers newspaper in an apartment
2. Teamwork mode. A little boy who helps an old lady cross a street
3. Different squares (levels) represent different levels of the world, from earth to heaven. The players are fighting against the obstacles of each level until they reach the heaven
4. Each player is a landlord. They can buy and charge by their lands. The wealthiest one wins

- **Aesthetics**

1. Add different colors
2. Use solid play mats to build the course

3. Use fluorescent lightings to show colors
4. Use LED light to build the course
5. Use different shapes to replace the squares
6. Having looping course. It can be a torus-shaped
7. Add some interesting decorations to the course
8. The course can be a graph. Players jump on the joints rather than in the squares
9. Having dynamic course
10. Digital game, 3D hopscotch, hoping on a magic cube

- **Mechanics**
  1. Multiplayer, players hop simultaneously. Each has his own course. Racing game
  2. Multiplayer, players hop simultaneously. Players share the same course. Like musical chair, the one who lead can stop anytime, when he stops, the players who don't occupy a square is out.
  3. Multiplayer. Teamwork. Players on the same team physically linked together. They hop hand-in-hand/each of their feet bond together/with a balloon in the middle, if they separate, or drop/broke the balloon, they lose
  4. Multiplayer. Teamwork. Players are not physically linked together, but they have different duties. One guide, one hop. The one who's jumping is covered by his eyes, the other one guide him with words (Story 2)
  5. Two players play simultaneously. Players are not physically linked together. None of them leads and they can't talk, but they need to hop the same way (which foot to jump with, which square to hop on).
  6. Having more than two squares drawn side-by-side
  7. Players can draw courses for each other
  8. Dice. Do math with the numbers on the dice with the numbers on the course
  9. Wordly
  10. Cover the player's eyes or let him stand back to the course when the player tosses the stone
  11. Hop over more than one square at a time
  12. Simulation game. Players can own squares by coming first and paying for it and are able to rest on their lands, others who pass this square will need to hop over, or the landlord can choose whether to charge or send him back. If anyone reaches the pot, the game ends. The wealthiest wins the game (Story 4)
  13. Players have various skills/spells
  14. Cool down shown by State Cards turning clockwise or turn-over on the squares
  15. Tokens
  16. Random events: Each player who finishes his turn can draw a card and pick any player to apply it to. Cards examples: Hop backwards next turn; hop forward for 3 steps; hop with two feet next turn; skip next turn; etc.
  17. Credits
  18. Chips
  19. Hop along non-contiguous squares

20. Each player picks a color for himself. They can rest at the squares that are in the same color with them
21. Each player picks an animal for one game, but they don't claim them at the beginning. Then they need to mimic the animals when they hop. Others guess./The next copy his mimic and let the next mimic. The last player guesses
22. Use a graph to show the course. Players jump on the joints rather than in the squares. At the beginning, each player chooses one start and an end from the given pairs, but they can't let others know. Each section has its credits. Players hop in turn. One tosses the stone before he hops. Then he jumps to that square and record the credits he got. If anyone has reached his destination, the game ends. The one with highest credits win
23. Different gestures completed by one player
24. Different gestures completed with other player(s), like clap...
25. Set a goal before the play toss. If it is in the square that is called, gain credits or something.
26. Dynamic courses, colors or shapes are changing all the time, players need to hop over some certain squares or do other things
27. 3D hop magic cube. Traps generated on random squares. If the player falls in a trap, he need to hop out, costing some action points
28. Use Bouncing ball to replace the stone
29. Players can hop in a swimming pool

Part II

a. Landlord Hop

Intended audience: Youth and adults ages from 15 to 25

A simulation game played with a maze-shaped course. Players are called landlords. They toss a coin to decide their moving distance and hop there. They can own a land by buying it first. Then they can charge by the land and rest on their land. Use money to record credits and decide the winner. Use different trademark tokens as their markers. The game ends when all the pieces of land are distributed or anyone runs out of his tokens. The wealthiest wins the game.

b. Hop Words

Intended audience: Children ages from 5 to 14

The course is set up with 5 * 5 grid play mats. Each mat has a letter on it. Two players play against each other. Each comes up with a word and hop to the squares one by one that makes a word combination. Different lengths of words have different credits. The letters that are used will be turned to show its current state. Anyone reaching 50 credits ends the game.

Since the intended audience is children, the letters can be animalized. Different squares can have different colors. If players achieve certain color combinations, they will get bonus credits.

An example of the course:

A	C	T	S	K
R	W	M	C	F
I	S	X	R	L
L	M	B	V	N
Q	T	U	O	I

Tables of states:

States	0°	-90°	90°	Up Side Down
Meanings	Both two players can use	Player 1 can't use	Player 2 can't use	Both two players can't use

Tables of lengths and credits:

Lengths	2	3	4	5	6	7	≥8
Credits	1	2	4	6	8	11	15

c. Hop-stop

Intended Audience: children and youth ages from 5-17

The course is torus-shaped. All the players start in a line, each stands on a square with one foot. The game starts from the one stands in the front of the row. The player hops forward while calling 'Hop-stop'. He can hop any steps as long as he is calling. Players are allowed to push the one in front of you while the leader is calling. But when he stops, the other players must stop immediately. Anyone moves is out. And the one doesn't occupy a square by himself is out too. Players don't need to follow the pace of the leader all the time and can stop anytime if they want. The one after the previous leader leads the following hop. The only one left wins the game.

Part III

a. Complete rule set

The course is like a maze that has many branches and joints consists of many squares. Use a coin to replace the stone and trademark tokens as markers. Chips are optional to represent the money they have (currency), or money can be simply recorded by paper and pens.

Each player is a landlord. They start with a same amount of money (chips) at the beginning of the game. One day, they discovered a new land (course) that hasn't be developed. All of them want to own the land. Because the government encourages them to invest, saying they will receive some fund for each part of the land. So they divided the land into different pieces (squares), defined each piece with a certain price according to its position and resources, and came up with an idea that they could use a game to decide the distribution of the land…

Each player starts the game with a total of 500's money. Players play in turns. Each player starts his turn by tossing a coin. He can claim a side of the coin and the amount of chips before tossing the coin. If he gets the side he called, he gets the amount of chips he called, if not, he loses that amount of chips. If he doesn't claim the side or chips, nothing happens. Then he hops to the square that the coin is tossed. He has to hop over the pieces of land that are already owned by others. If he fails to do that, he will have to pay the owner 50% of the original price of the land and the owner can choose either to get a lot (draw an event card) or let the hopper (passerby) get a lot. While hoping, if he reaches a piece of land that is owned by himself, he can rest with two feet standing on it. When he reaches the square, he can choose to buy this piece or not with the price on the square. If he fails to hop to the square, he can't buy the land, has to return the money, and will be sent back.

An example of the course:
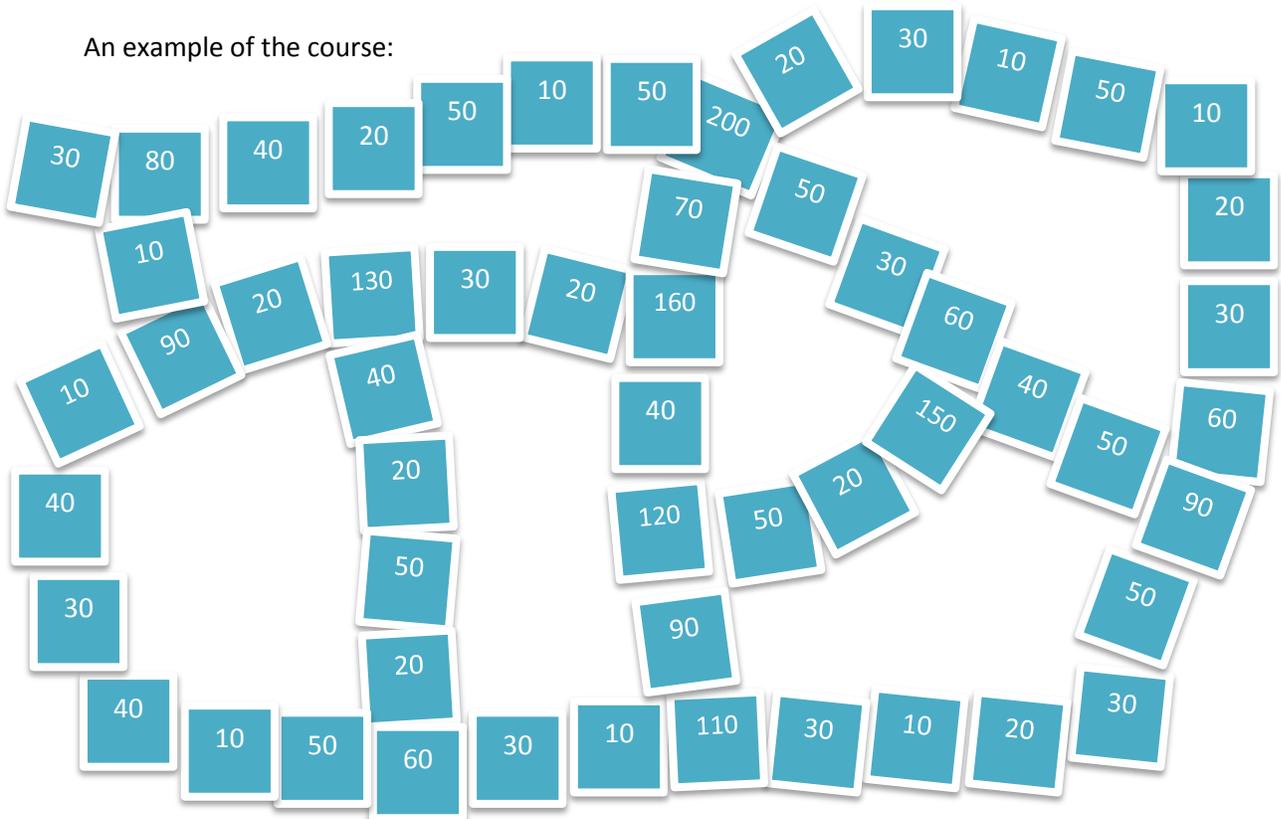
Landlords are allowed to collaborate with each other. The two who are collaborated with each other can rest on their partners' land without doing anything else. A landlord can claim to terminate collaboration with his current partner or propose collaboration with another landlord at the start of his turn. The current partner has no choice and they cease the collaboration. While the one who is proposed to accept or not. If he accepts, they form the relationship of cooperation. One has to terminate the current collaboration, or he can't collaborate with the third one.

The lots have different effects. Here's a list of event cards:

1. Charge the passerby an extra fee of 20%/40%/60%/80% of the original price of this piece of land.
2. You reported this event to government. Government charges this landlord 10%/20% of the original price of this piece of land.
3. An earthquake occurred to your land. You suffered a 80/100 loss.
4. The residents living around realized that you are a wise investor. They went to work for you, which helped you save 100/120 money for hiring new staff.
5. Because of your hard work, you gained an extra turn.
6. Your partner found out something wrong with your contract and terminated your collaboration.

The game ends when all the pieces of land are distributed or anyone runs out of his tokens. The wealthiest wins the game. The assets of a landlord = $\sum$ (Land * Price) + Currency.

b. Test

Three testers played the game together. Each of them has 25 tokens. During the test, we found some problems:

• Is it good to let them choose any direction they want to go?

• What if there are some event cards change the way they hop?

• What if a player runs out of his money?

• The collaboration seems not very meaningful.

• How is the balancing of the game?

• The gameplay lasts long.

c. Analyze
Good:

The game has a complete story which can describe everything. People who like owning things like this game. It combines hopscotch with simulation games. The rule set of the game makes it still not hard to play physically. Players have much freedom that give them different strategies when playing the game. It has potential to expand to bigger game.

Bad:

The gameplay lasts too long. The rules are not complete and some situations remain to be explained. The gameplay is not fun enough.

d. Improvements
Based on what we had, I improved this game as follows:
- Landlords still have the freedom to choose any direction they like.
- Collaborated landlords need to be physically jointed together, so that they can help each other keep balance when hoping. This is also an indirect control that sometimes may limit their movement or cause them to separate.
- If a landlord runs out of money, he has to sell his land with half price to another landlord. If he has no land and no money, he is out.
- Add some new event cards:
7. The passerby needs to hop backward next turn.
8. The passerby needs to hop with two feet next turn.
9. The passerby needs to hop over every two lands next turn.
10. The passerby can't get any help from the government the next turn.
11. The passerby must clap with other landlords every time he meets them during the next turn.
- There are many ways to make the game looks better, like drawing some details on the course or have special design for each trademark tokens.

In order to shrink the gameplay, the number of starting tokens can be decreased to 20.

e. Analyze

The game is much better with the improvements made. The rule set is more complete. Players have more teamwork. The game has more control on the path choosing. The props are much prettier. But the balance needs more test to decide. Also maybe the course needs to be polished. Maybe we can add some locations with special effects on some of the lands. But what are their functions is another question.