**EGO: Original Strategy Game**

**This assignment is an All or Nothing project. The stakes are high: those games that meet all expectations will earn 1 point on your semester average. If your game does not meet expectations, you get nothing.**

Now that you have discovered the difference between most American board games and the European design games, it is time for you to create a strategy-based board game that will spotlight some aspect of British Literature curriculum. Your game should be for 4-6 players, ages 13 and above. Consider what makes a game intriguing, challenging and engrossing. so that you will stay within the expectations, keep the rubric handy as you dream up the ins and outs of your board game.

**Requirements:**

Final Product:

* Box
* Game with all necessary elements for playing
* Written directions with illustrations when needed
* Summary sheet similar to the ones in the game you played

**Grading for this project:**

* Strategy
* Aesthetics
* Creativity
* Complexitiy (think Goldilocks and the Three Bears)
* Clarity of written instructions
* Content is relevant and engaging and reflects some aspect of this year’s curriculum
* Format and concept is engaging, unique, and creative AND dependent on strategy, not luck

You can work with 1-4 other students to create this game and you may collaborate with students in another class. The project is an out-of-class assignment. You have two weeks to complete your game.

Suggestion: Your group should play the game before you turn it in as a form of “proofreading” your work.