Machinations II

3/13/15
SimWar

- Production
- Offense
- Defense
Player Decisions

- Short vs. Long Term
- Risk vs. Reward
- Order (production, missions)
- Allocation (time, resources)
- Network Design
- Mapping
Short term

Long term
Risk - Reward

High

Low
Allocation
Supply Networks
Machinations Project

- Due Feb 25th
- Do something Mechanically Interesting* with Machinations.
  - “Deconstruct” a game of your choosing (more complex than games marketed at 4-year-olds, please)
  - Illustrate a potential “fix” for a game you’ve always considered broken
  - Demonstrate a mechanic that *can’t* be modeled with Machinations
- Saved XML file plus 2-3 paragraph writeup

*this does not mean “do whatever you want”