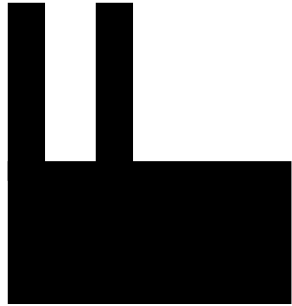


Machinations II

3/13/15

SimWar



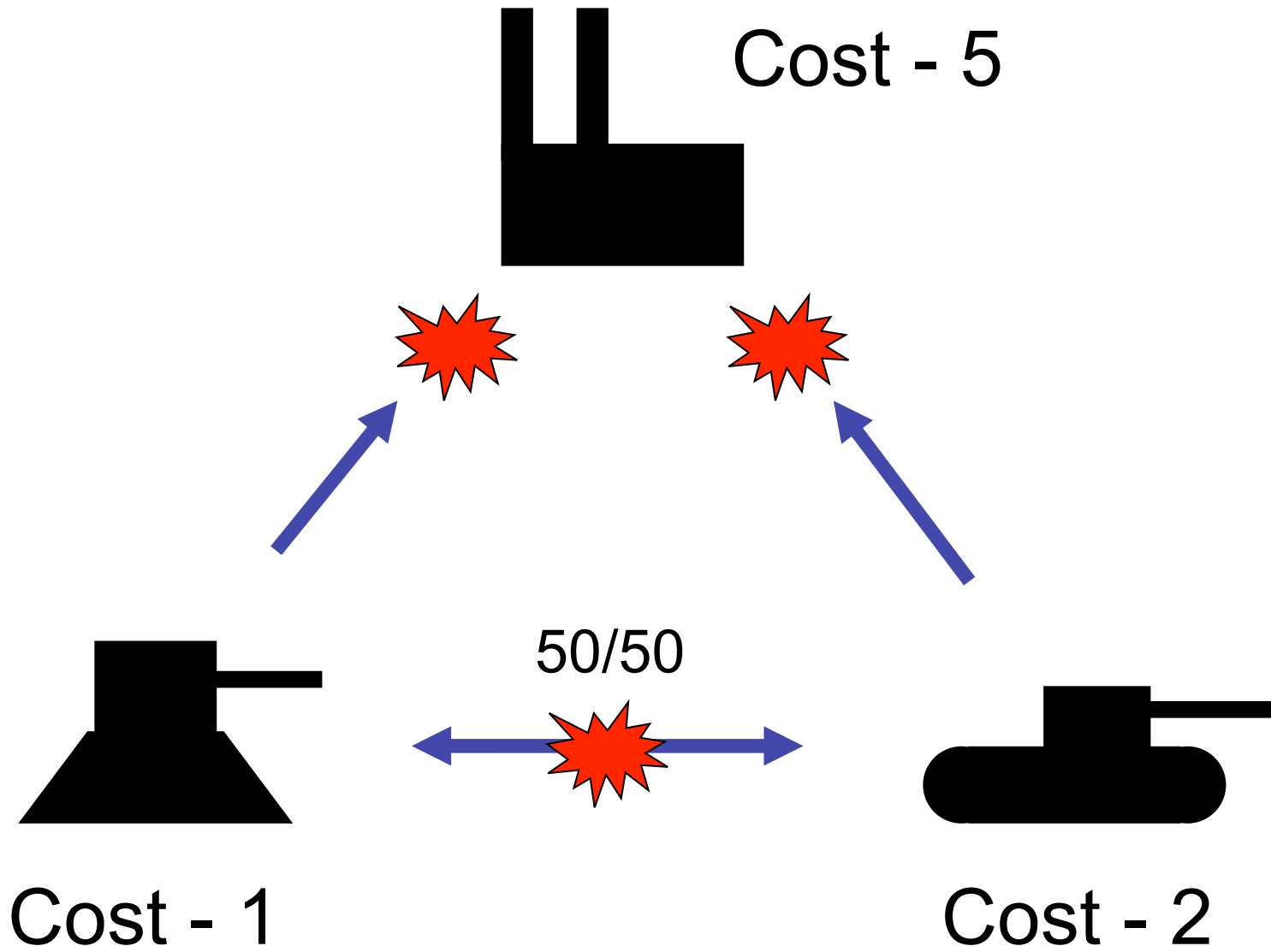
-Production

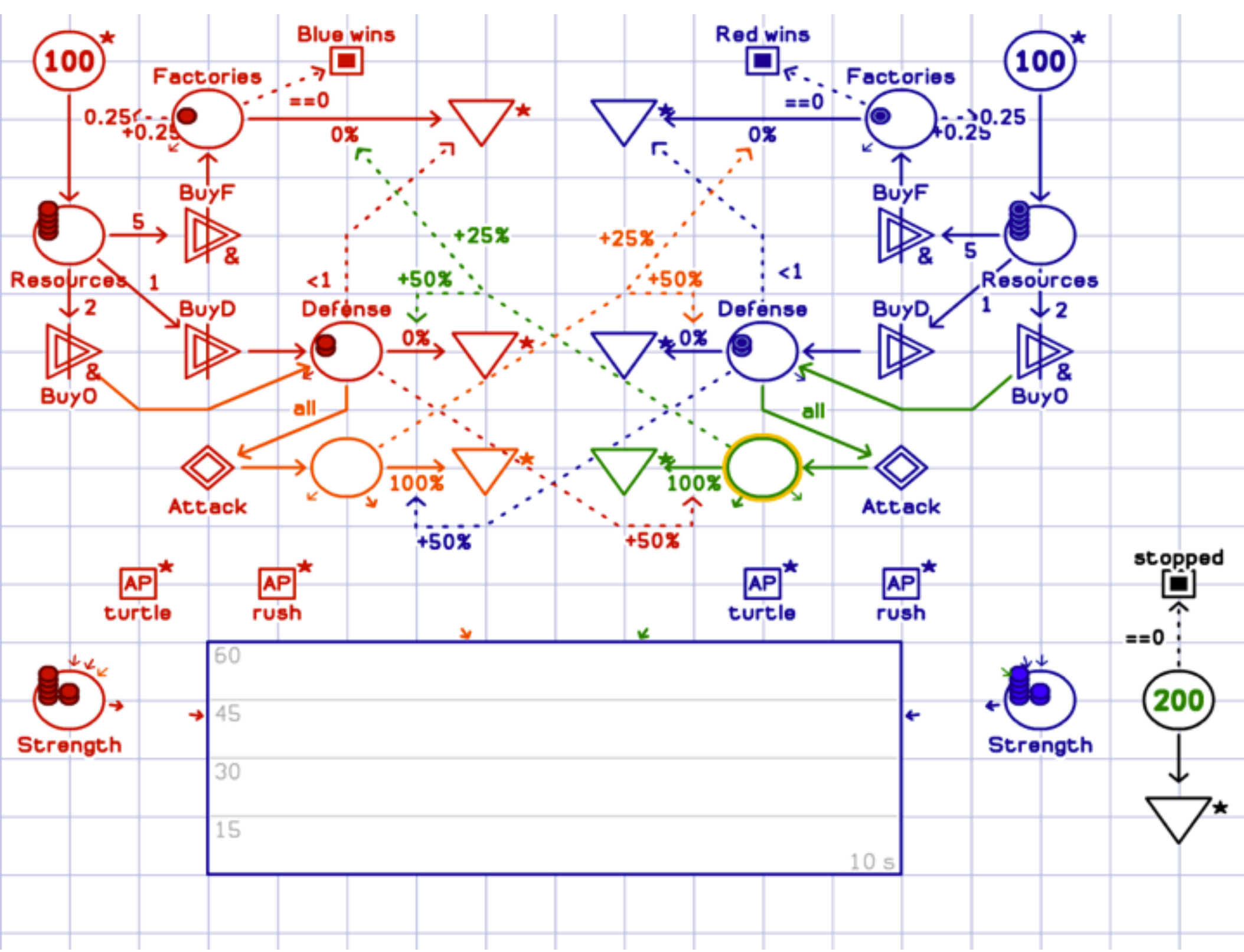


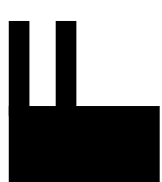
-Offense

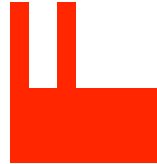
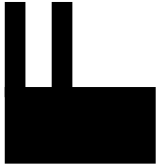


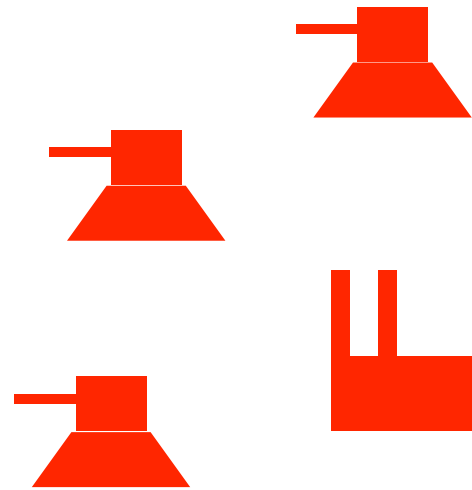
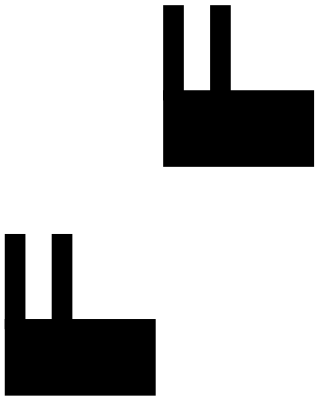
-Defense

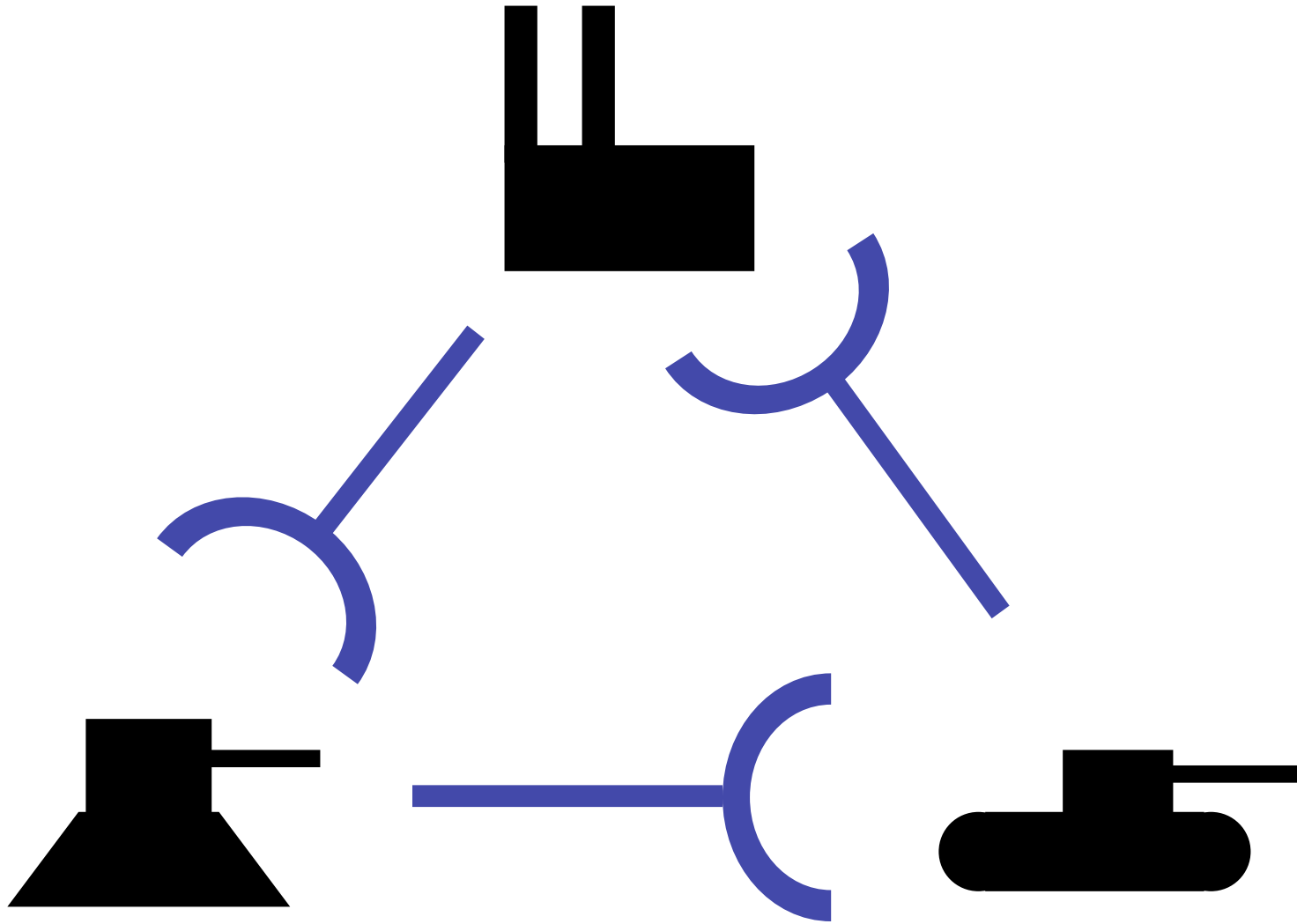


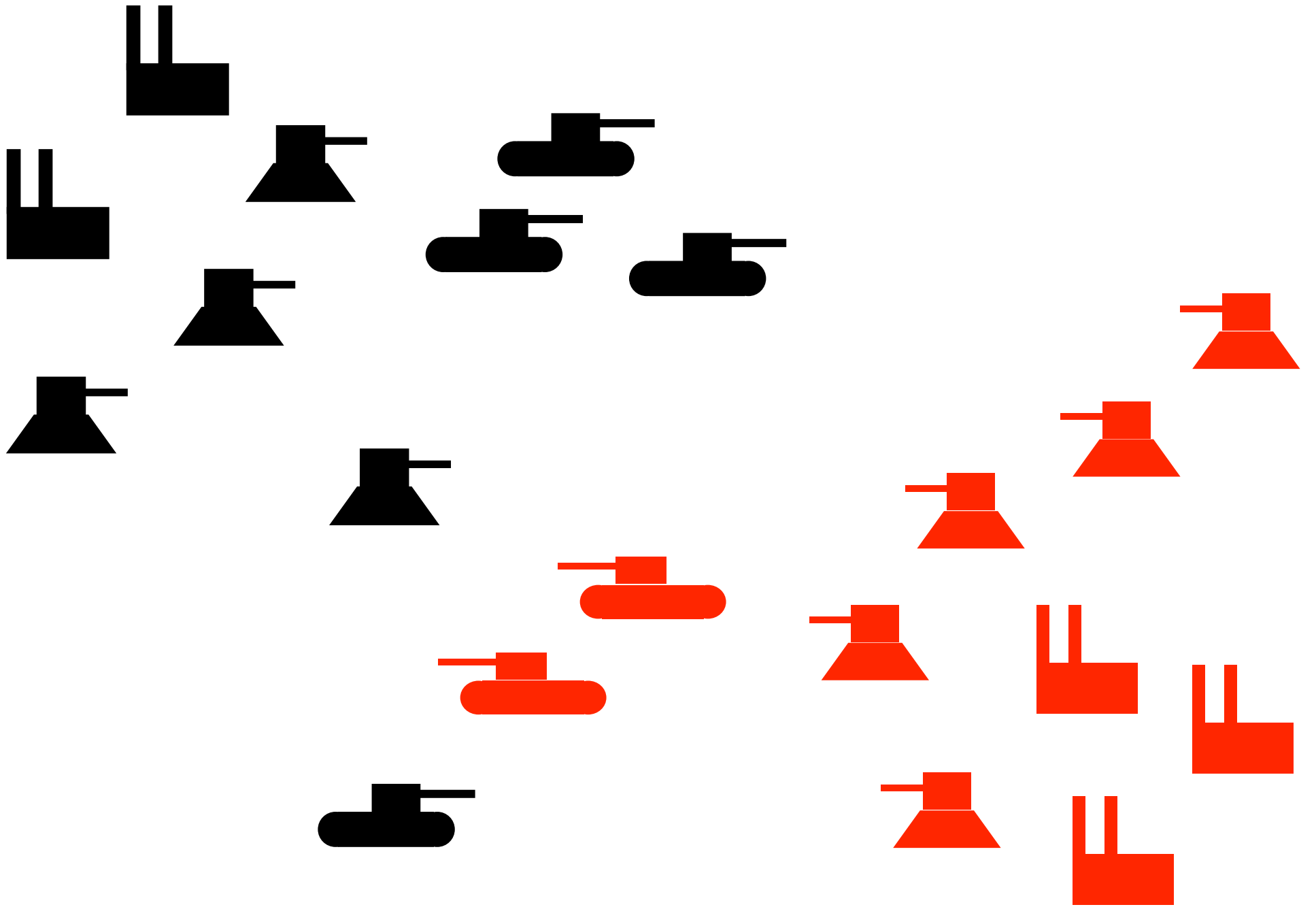








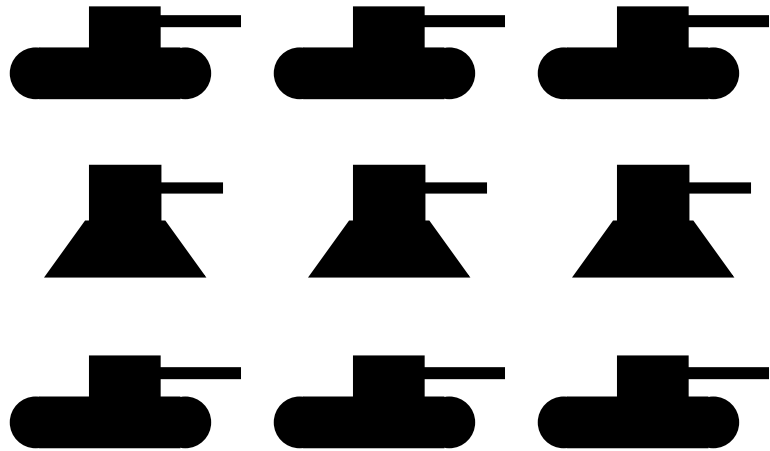




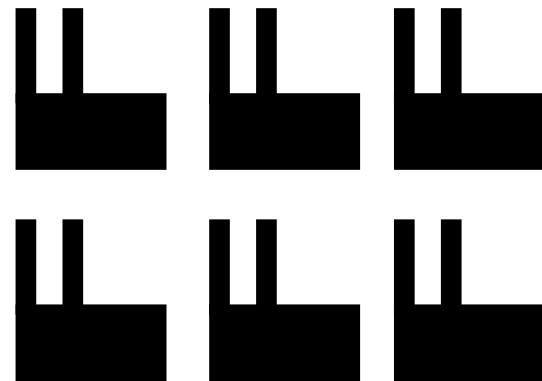
Player Decisions

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

Short term

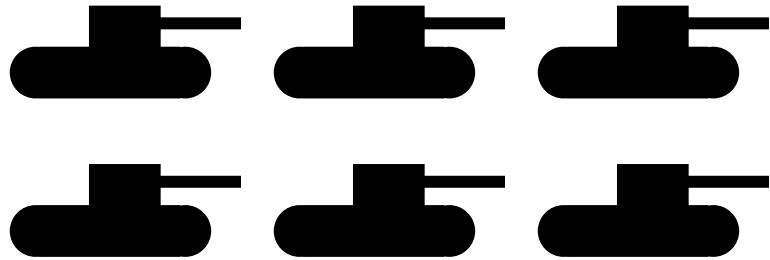


Long term

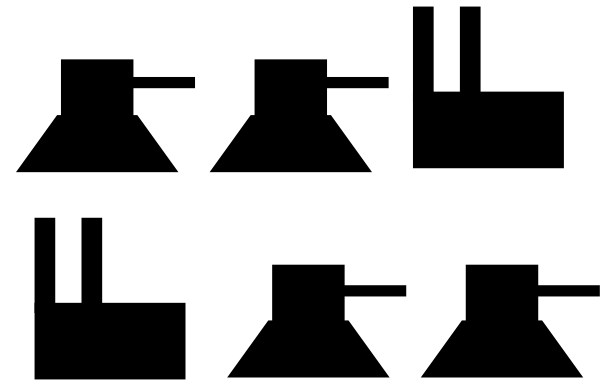


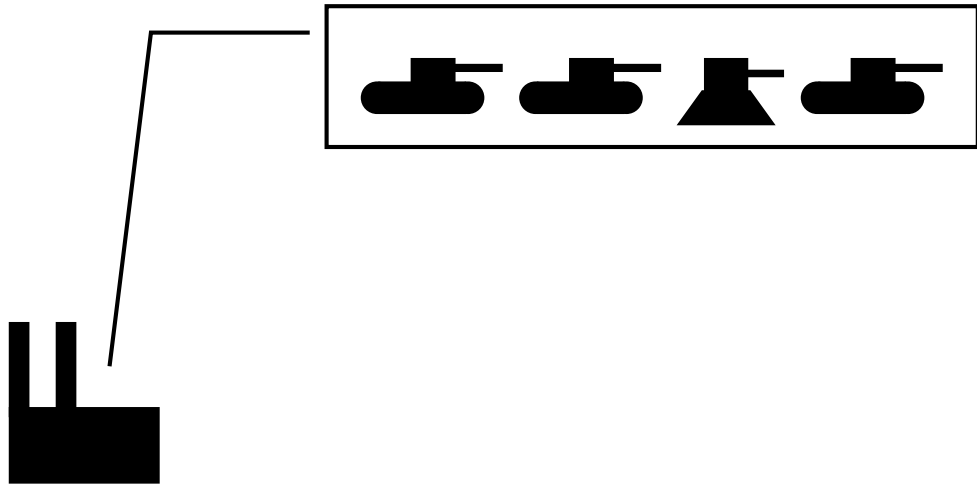
Risk - Reward

High

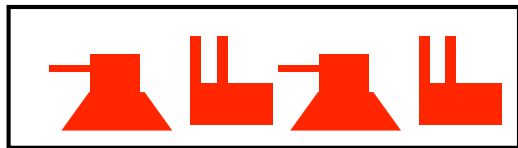
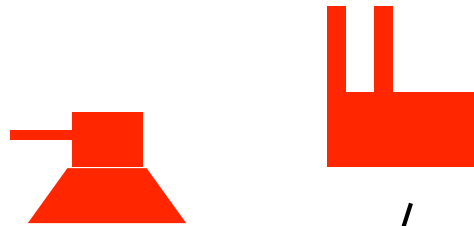


Low

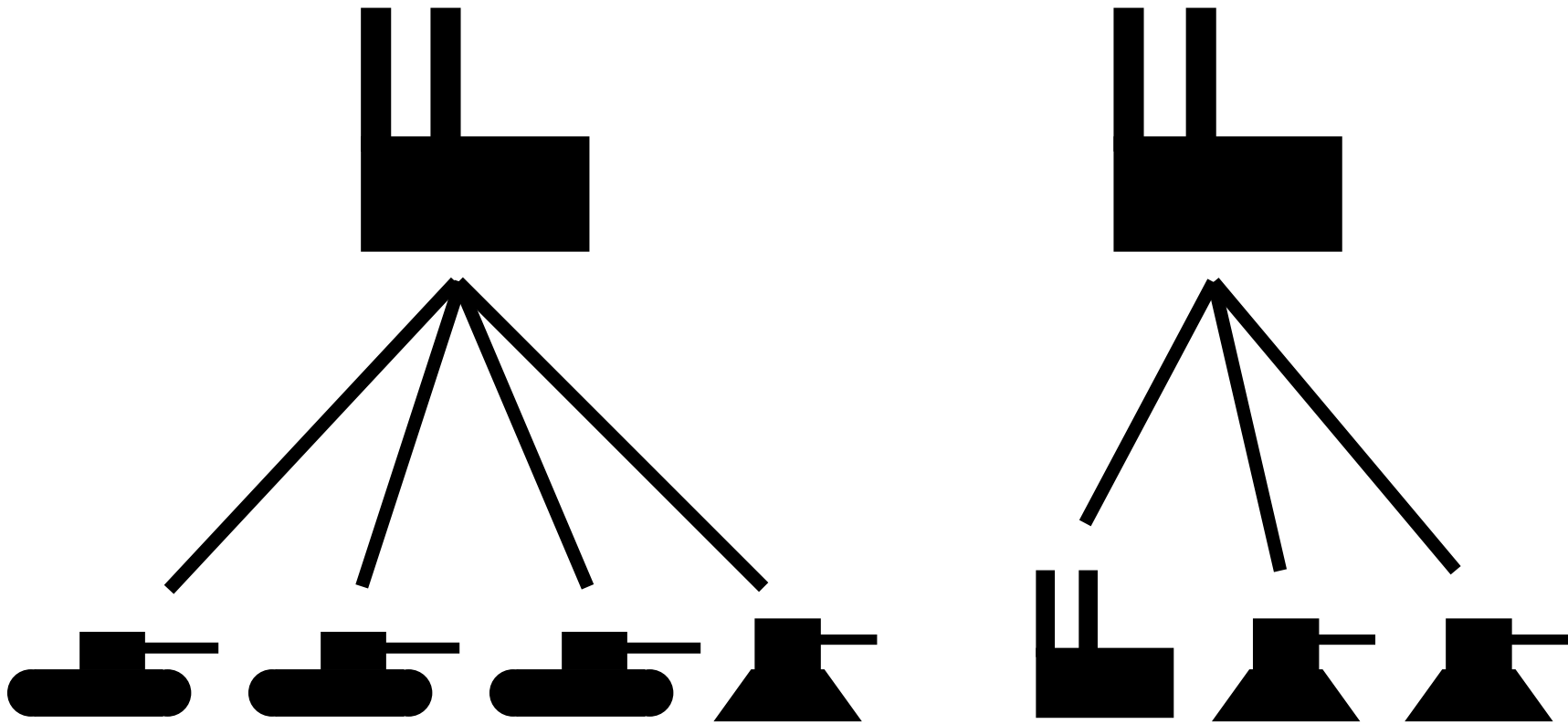




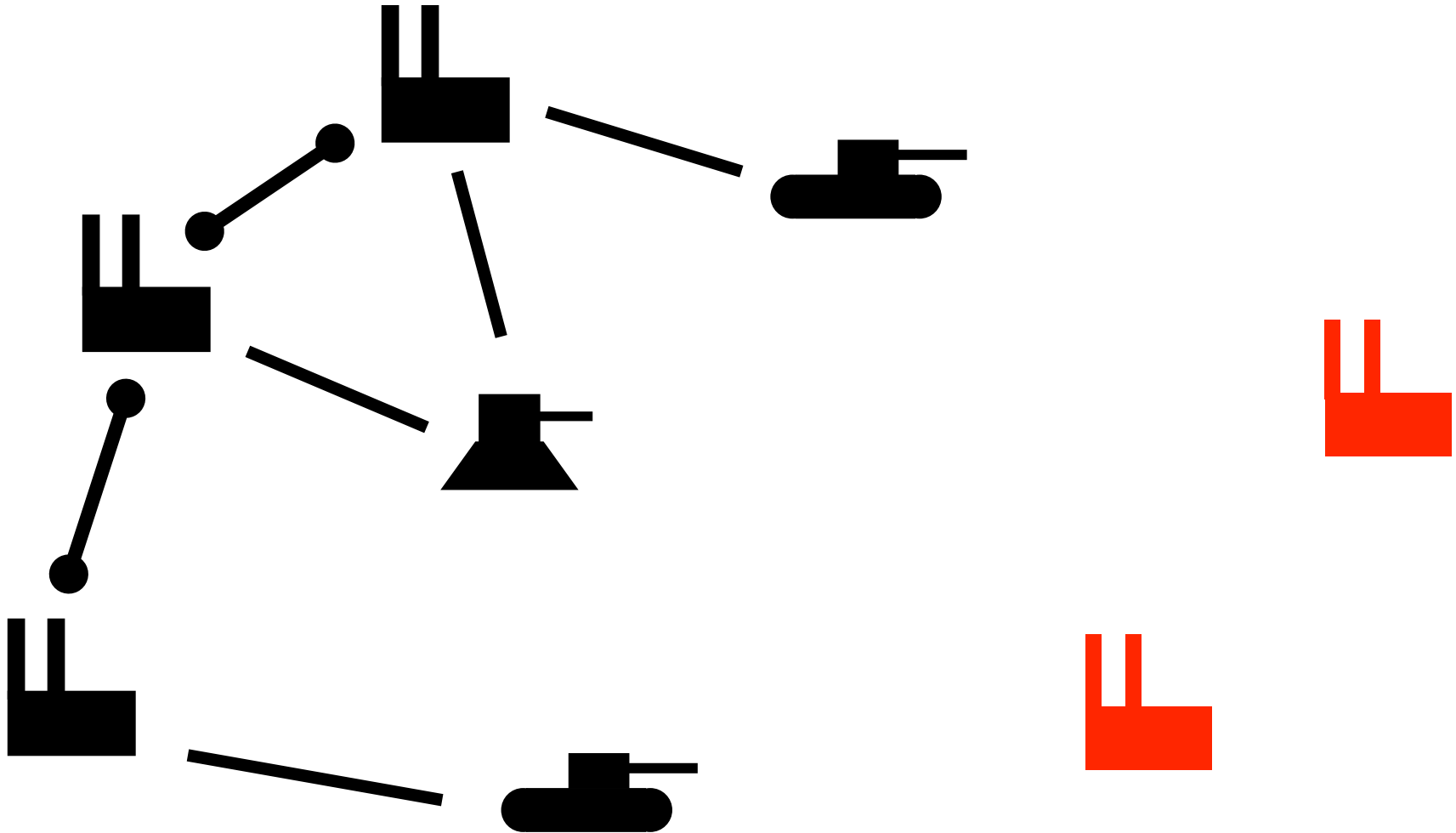
Order



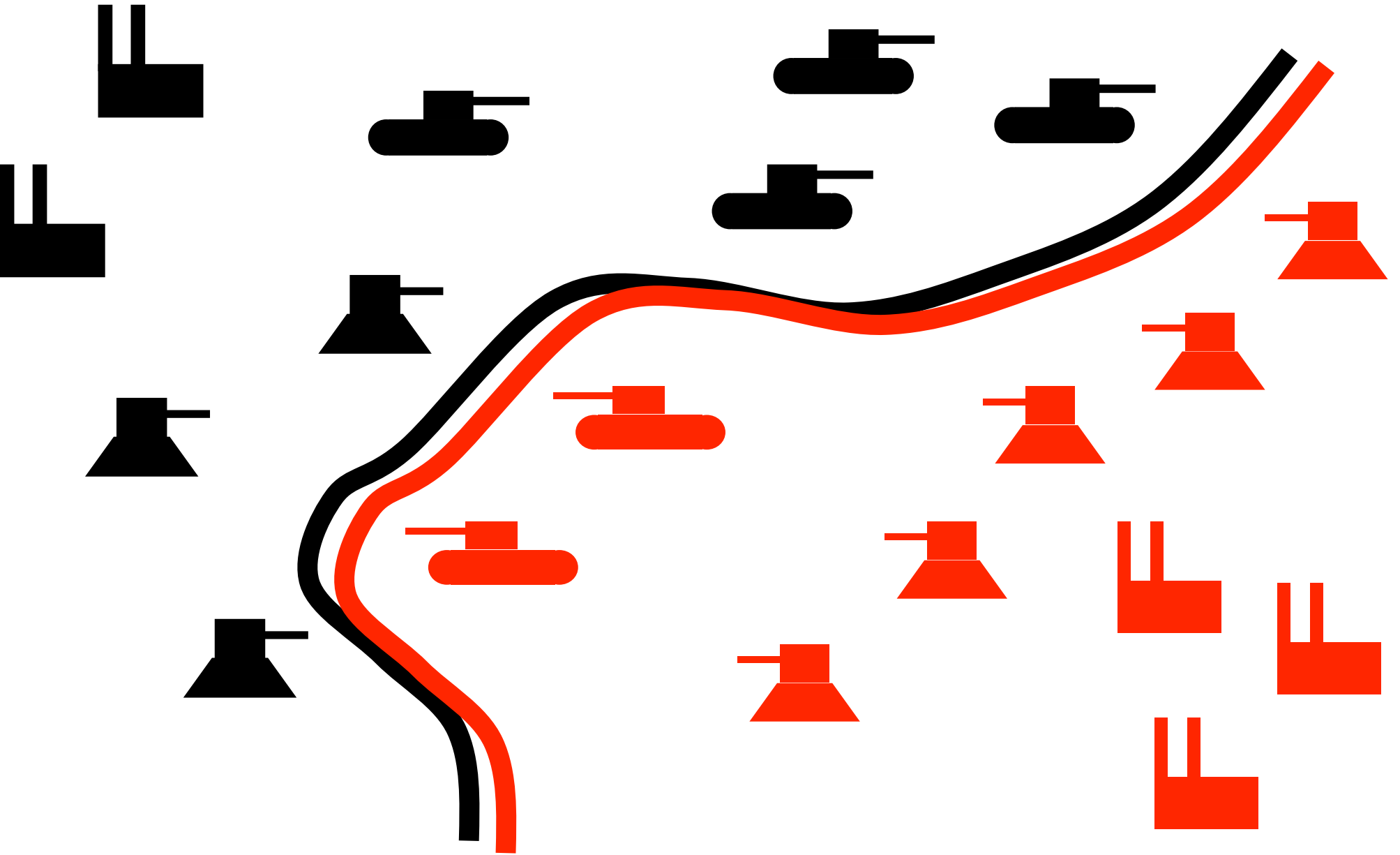
Allocation



Supply Networks



Boundaries



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”