First name (color-in initial)	A B	c	D	E	F	G	Н	IJ	к	L	м	N	0	Р	Q	R	s	Т	U	v	w	x	Y	z	section (10,or 11)	first name initial	last name initial
Last name (color-in initial)	A B	С	D	E	F	G	Н	I J	к	L	М	N	0	Р	Q	R	S	Т	U	V	w	х	Y	z			

H18: Due Thursday 05.23 in Lecture. Total Points: 50

Games and Planning

MAY ONLY BE TURNED IN DURING Lecture ON Thursday 05.23, or offered in person, for in person grading, during instructor or TAs office hours.

See the course syllabus at https://foo.cs.ucsb.edu/56wiki/index.php/S13:Syllabus for more details.

(1) (10 pts) Fill in the information below. Also, fill in the A-Z header by

- coloring in the first letter of your first and last name (as it would appears in Gauchospace),
- writing either 10,11 to indicate your discussion section meeting time
- writing your first and last initial in large capital letters.

All of this helps us to manage the avalanche of paper that results from the daily homework.

name:	
umail address:	@umail.ucsb.edu

The reading assignment for this homework is Chapter 11 in "Designing Games".

- Though this is about "Designing Games", most of it applies in one way or another to designing any kind of software.
- You can read the chapter from on campus at this link: bit.ly/cs56-13s-h18-oncampus link
- Or from off campus at this link: bit.ly/cs56-13s-h18-off-campus link

(2) (10 pts) The author says that "Groups of people naturally reward the overconfident over the rationally uncertain."

What does the author mean by this, and what are the implications for game (or software) development in teams?

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- (3) The author refers to "kleenex" playtesters:
 - (5 pts) What are they
 - (5 pts) Why are they called that?
 - (5 pts) What is their role in testing a game (vs. the experienced player)

(4) (5 pts) What is Grayboxing, and why does the author claim it is a useful technique in Game Development?

(5) (10 pts) The author says that the conventional wisdom is this:

Traditional advice says that if you work slowly, lovingly, attending to every detail, you end up with a quality product. If you rapidly slap pieces together, you'll end up with junk. In this view, finishing a quality product means doing quality work at every stage of the process.

However, the author says that games are different. (And I would add, not just games---but software in general.)

What is the author's argument that games are different--and what should we do instead of working "slowly, lovingly, attending to every detail"?