

Cardboard Economics

Unit: Prototype	
Workshop: 7&8	Date: OCT

Objective(s): Create prototype mockup.

Materials & Resources: CBE Forum, game library ,
danieldalanzo.com: [Prototype howto guide](#)
[Planet Play: The Board Game Prototype](#)
[Tuts+ Prototyping and more....](#)

Lesson Agenda: _____ **Time ():**

Lesson Elements: Design, problem-solving, constructive feedback.

Engagement: Students will create a playable mockup of their game.

Assessment/Evaluation

Homework:

Reflection on Plan and Instruction:

Notes:

A Prototype is a quick mockup of your game.

The goal of the prototype is to have a working version of your game to test your game mechanics.

How quickly can the prototype be modified during play-testing?

Are the students able to play their game from beginning to end with the prototype?

Your prototype should be minimal.

Keep it simple.

Examples:

Please see materials and resources for links to prototype examples.