

**<Insert Semester and Year Here>**

**<Insert Pledge Class Here>**

**Board Game Project**

<Insert Pledge Class Here>,

For your next project, you are to create a board game that demonstrates the complexity of a specific topic of your own choice.

The following are the grading criterion:

* The game is comprehensive; it includes as much detail as possible.
* Game components should *teach* as well as *demonstrate* knowledge of your chosen topic.
* The rules are written clearly and sequenced in a logical order.
* The game contains a proper mixture of strategy and luck.
* The game fosters competition among the participants.
* Overall creativity
* Overall presentation
* Other requirements:
  + The game can be played by 4 people in about 45 minutes.
  + The game does not require unreasonable amounts of knowledge in order to play. If there are questions for the players to answer, make them simple and not obscure trivia.

To assist you with this project, I have included several models with components from commercially available board games that are worth considering:

* The “Trivial” Pursuit Model
  + Players have to answer questions in order to advance in the game.
* The “Life” or “Chutes and Ladders” Model
  + The game follows a basic pattern but allows for outside events to happen to the players. (“Player landed on X, go back three spaces.”)

Other considerations and questions:

* Be sure that there are no “dead ends” in the game.
* How will you determine the winner?
* What materials do you need?

We will evaluate your board game by playing it and grading them according to a rubric based on the criteria above. Plan accordingly. This project should be fun, but it is NOT easy!

This will be due to the Brotherhood on <Insert Date and Time>. You will have <Insert Time Limit> to present. If you have any questions, please direct them immediately to myself or <Insert Pledge Master’s Name>.

Sincerely,

<Insert VPM’s Name>

Vice President of Membership

Alpha Kappa Psi – Beta Iota Chapter