

Game Design Project 1: Hopscotch

Daniel Rodriguez

PART I

List problems with the game of hopscotch that your design might try to solve:

- a. One player only (simultaneously)
- b. The game may be too long.
- c. The game may be too slow
- d. There's no interaction from the other players on the current player turn. A.K.A One player at a time.
- e. One preset course. Replay-ability factor?
- f. Move in more than one direction from block to block?
- g. Too simple? Does it deserve to have revisions?
- h. Technology?
- i. Are the blocks too close to each other? Does changing these can increase the fun?
- j. Is it too difficult for some kids?

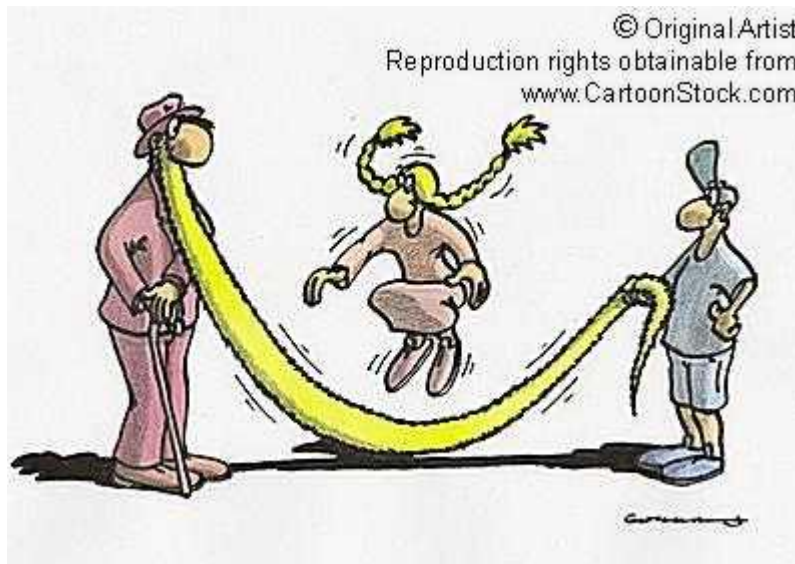
Brainstorm at least 50 ideas about hopscotch, in no particular order.

1. Team Hopscotch: Two teams, two hopscotchs. Each team uses a separate hopscotch that merges in a common block. The first team to make it to the goal wins.
2. Star Wars themed Hopscotch. A Hopscotch where instead of numbers, we have locations in the Star Wars universe.
3. Settlers of Catan: Build your own hopscotch court with removable pieces. Every single game is a new challenge.
4. **(D)** The Man of Steel: Jump as far as you can, if you land it, you made it!!!!
5. **(D)** Random Distance: Throw a dice. The number tells you where you have to hop to!!
6. Break dancing: Show me your moves while you Hopscotch!!!
7. Snaaaake: The hopscotch court has a snake connecting two blocks. If you land on the head of the snake, you have to go where the tail is... you can either move forward or backwards!!!!
8. One marker: The game is played by two players at a time, every player jumps in a different hopscotch. One player jumps first with the marker in his hands, and then it pass it to his

partner, who catch the marker, jumps to his hopscotch and pass the marker again, only the player that has the marker can jump on the hopscotch, and only one block at a time

9. **(D)** Touch your body: Each time you land on a square, everyone will shout a part of the body. You must touch it, and continue playing! If you can't jump and touch that part of your body, you lose!!!
10. **(D)** Play hopscotch in a pogo stick!!!
11. Resting space. Each person who beats the game can designate a resting space that is his. This space is off-limits to the other, which makes the game more challenging for those players left behind!!!
12. Rollerblade Hopscotch: Don't jump... use your rollerblades!!! Perfect for winter!!! The game rules are the same, you have to "land" in the appropriate square, which are further apart in this version!!!
13. Dance Dance Revolution!!! Hopscotch: A DDR based game, in which you now have a regular hopscotch board as dancing pad!!!
14. Jam-O-Drum Hopscotch: Four of your friends will use the Jam-O-Drum to rotate the hopscotch pieces. The piece you currently are, or where you threw the marker is locked to your friends!
15. Hopscotch Race! : Two hopscotchs, one race!! Mark, ready, Go!!!!!!!!!!
16. Artsy-Hopscotch: Each square has a painting instead of a number!!!!
17. Pirate Adventure: The player has to reach the end of the map to get the treasure!!!
18. Military: The hopscotch has additional blocks where he must prove his might! Pushup time!!!!
19. Two players are trying to get to the goal, each in a different hopscotch. Use a foam dart gun to shoot your opponent! Hit him and he has to go back one space!
20. Play hopscotch under water! Low Gravity!!!
21. Parkour Hopscotch: The whole city is your playground now!!! Improvise and get to the court before the other player does!

22. Wear 3D goggles or an HMD and play this version of Hopscotch!!! It is a hopscotch that goes forward, backwards, left, right and now, up and down!!!!
23. Drunken Hopscotch: Each time you land on a square, you have a drink!!!
24. Portal Hopscotch: Use two markers... one is the opening of the portal and one is the exit....
25. Beach Hopscotch: Play it in the sand.... It is harder!!!!
26. Hopscotch with a buddy: Try to play it concurrently with a partner... you can't move along until you are both in the same square!!!
27. **(D)** Clapping Hopscotch. The audience starts clapping which sets the game pace. The audience will go faster after a while... can you keep up?
28. **(D)** Hopscotch + Jumping Rope:



Your friends have set a jumping rope obstacle in the middle of the hopscotch. Can you beat it?

29. The Looooooooooooooooong hopscotch: A 50+ square hopscotch!!!!
30. **(D)** Balancing act Hopscotch: Try to balance stuff while you jump!!!
31. Yin & Yang: A spiral hopscotch that resembles the yin-yang.
Two players start at opposite ends and try to make it to the center.

32. RISK Hopscotch: 5 continents, 5 hopscotchs. Defeat your friends and rule the world!
33. Playmotion Hopscotch: An interactive hopscotch using your shadow as you jump!
34. **(D)** Traffic Light: Your friends will shout either RED or GREEN. When it is GREEN, go for it!!! RED: Stop and keep that balance!!!
35. Etch-a-Sketch! Hopscotch edition: Two friends, they will sketch your court! One can only go horizontally, one vertically! Can you beat their hopscotch?
36. **(D)** Coordinated Hopscotch: You are playing with a friend. At the same time. Both have to make it to the same square, in a coordinated way.
37. The Rotating Hopscotch: The hopscotch is placed in several rotating concentric disks. The disks are rotated by the other players... try not to fall!!!!
38. Power ups!!! Gain powers when you land in a square!!! Go further up in the hopscotch, anything is possible!!!
39. Piano Hopscotch: Each hopscotch square represents a musical note. Can you make the melody?
40. Hopscotch in the 'burgh: Several squares are connected by bridges... if the marker lands in the bridge, you must hop thru it.
41. The marker is optional: Toss a coin, call heads/tails with another player. If the other player wins, he can move the marker where he wants.
42. Twister Hopscotch: The hopscotch's squares are color coded! Use a twister board to select the next square to jump to!
43. **(D)** Timer: A 10 seconds timer, can you make it before time runs out?
44. Branching Hopscotch: The hopscotch branches in different directions.
45. Flashlight: Play in the dark. Use a flashlight as the marker. You can't move the marker as you jump. Is your aim steady enough?
46. **(D)** Piggy-Back Riding Hopscotch: 'nuff said!!!
47. Hopscotch 'o Chance: Use a dice to define how many players are going to be playing simultaneously.
48. Juggling + Hopscotch. No hopping! However, you must juggle a ball in your turn! If it falls, your turn is over!

49. Traffic Signs:

Traffic signs are placed over the hopscotch field, in the squares. Each player must obey the signs.



50. Deck of Cards: Look back at the other 49 rules. Take those marked with a **(D)**. Each one of them represents a card in your deck. Certain squares in the hopscotch are marked with a draw card order. Have a friend draw a card and read it out loud!!! If you can't comply you lose your turn!

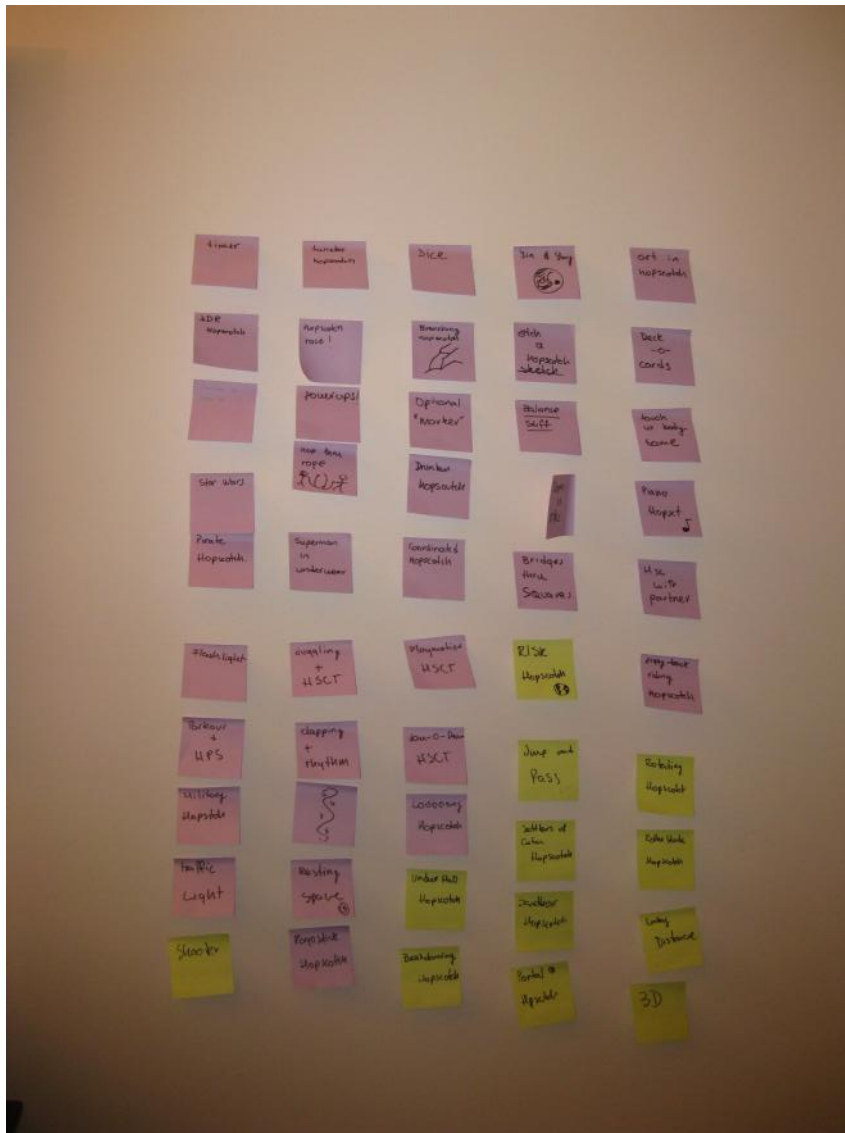


Figure 1: The 50 ideas after the brainstorm session

Part II

Based on some of your ideas in part 1, come up with at least 3 ideas for a new version of Hopscotch.



Figure 2: Organize the 50 ideas into 3 columns, and a discarded ideas group (down below)

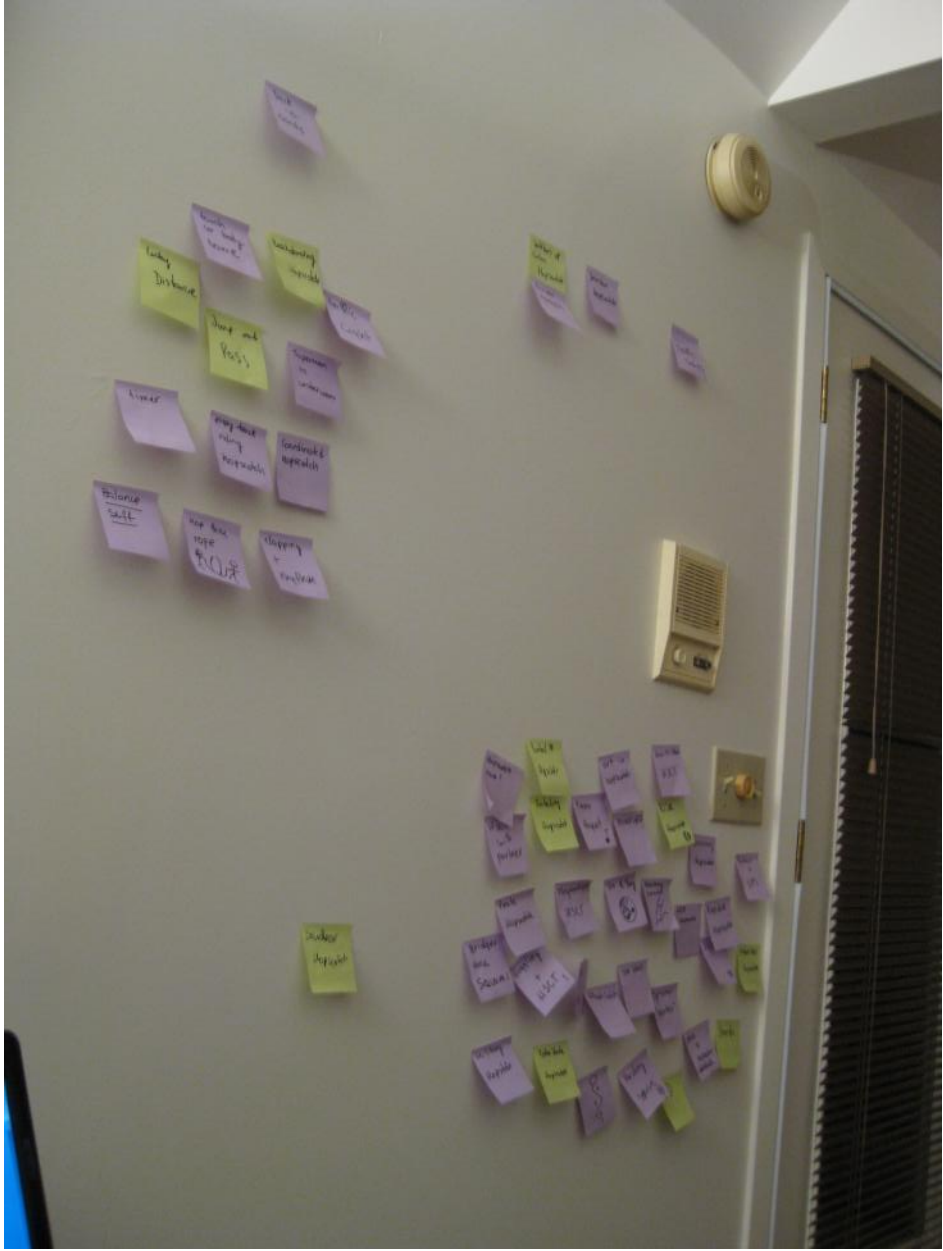
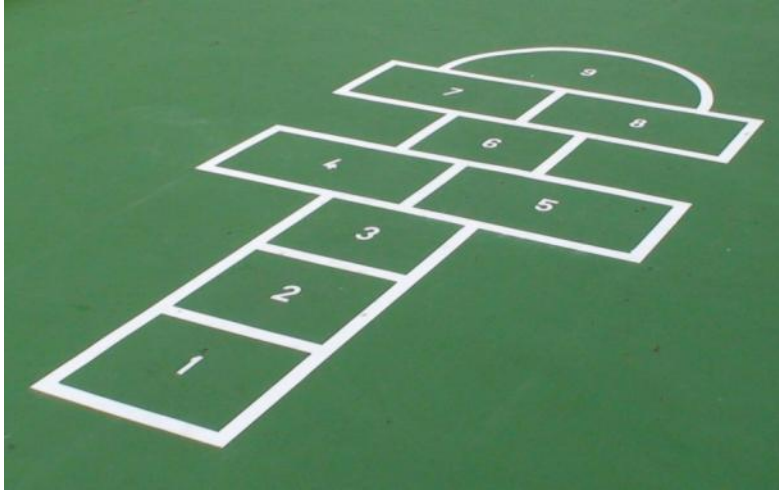


Figure 3: Further down the iteration, narrowing the 3 ideas for PART II

1. Hopscotch: Deck of Cards



In this version of Hopscotch, squares 3, 6 and 9 are “draw card” squares. When the marker lands in one of these, you must draw one card from the top of the Hopscotch Card Deck.

These cards will indicate new rules that you must comply for the remainder of your turn. If you can't accomplish the instructions in the card, your turn will be over and the next player's turn will begin.

2. Drunken Hopscotch

This game is a mix of party drinking games and Hopscotch.

The player takes a drink when:

- He successfully jumps to even-numbered squares in the Hopscotch
- Twice if he lands on the safe zone.

3. Build your Hopscotch

This version of Hopscotch has a simple difference. It is based on the starting phase of the board game "Settlers of Catan".



In Settlers of Catan, you grab your lands, and build the board from scratch. This guarantees that every single game is new and exciting.



Each tile in **Build your Hopscotch** is a separate piece. There aren't numbers in the tiles. The tiles are covered by arrows.

In this way, you can connect any tile as you want. There are only two preset tiles: START and END tile.

In this way it is up to the players if they want a classical hopscotch is a classical one, a spiral one, anything is possible!!!!

Part III

Take at least one of your ideas from part II and:

Come up with a complete rule set

Hopscotch: Deck of Cards

Rule Set

- I. Equipment
- II. Setup.
- III. Playing

I. Equipment

- (1) Hopscotch Deck of Cards
- (3) Draw card markers

II. Setup.

- a. Find a Hopscotch. Any will do!
- b. Drop the three draw card markers in three different squares, apart from each other.
- c. Play!

III. Playing

The rules of Hopscotch are the same as you know it. In bold face appear the rules that apply to Hopscotch: Deck of Cards

- a. The first player tosses the marker (typically a stone, coin or bean bag) into the first square.

The marker must land completely within the designated square and without touching a line or bouncing out. ***If the marker lands in a***

square that has the draw card marker, draw a card form the top of the deck. Read the content of the card out loud, so the other players are aware of the content.

Once you are done reading it, place the card back on the bottom of the deck.

- b. The player then hops through the course, skipping the square with the marker in it. Single squares must be hopped on one foot. For the first single square, either foot may be used. Side by side squares are straddled, with the left foot landing in the left square, and the right foot landing in the right square.

Optional squares marked "Safe", "Home", or "Rest" is neutral squares, and may be hopped through in any manner without penalty.

- c. Upon successfully completing the sequence, the player continues the turn by tossing the marker into square number two, and repeating the pattern.
- d. If while hopping through the court in either direction the player steps on a line, misses a square, or loses balance, the turn ends.

The turn also ends if the player can't comply with the instructions on the card, if a card was drew at the beginning of the turn.

Players begin their turns where they last left off. ***When someone begin their turn on a draw card marked square, he must draw a new card***

- e. The first player to complete one course for every numbered square on the court wins the game.

Analyze what is good and bad about it.

During setup the play tester had doubts about when to set the *draw card marker* on the field. He also didn't find intuitive having more than one marker on the field.

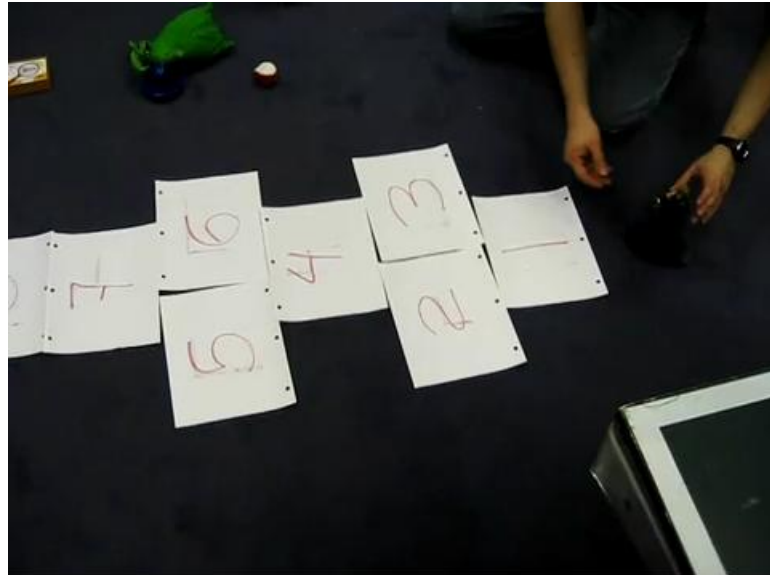


Figure 4: [YouTube video, click to watch](#)

As the YouTube video shows, the player (Cloud Strife, from FFVII) first cast the draw card marker into the playing field.

Then, he proceeds to cast the marker in the playing field:

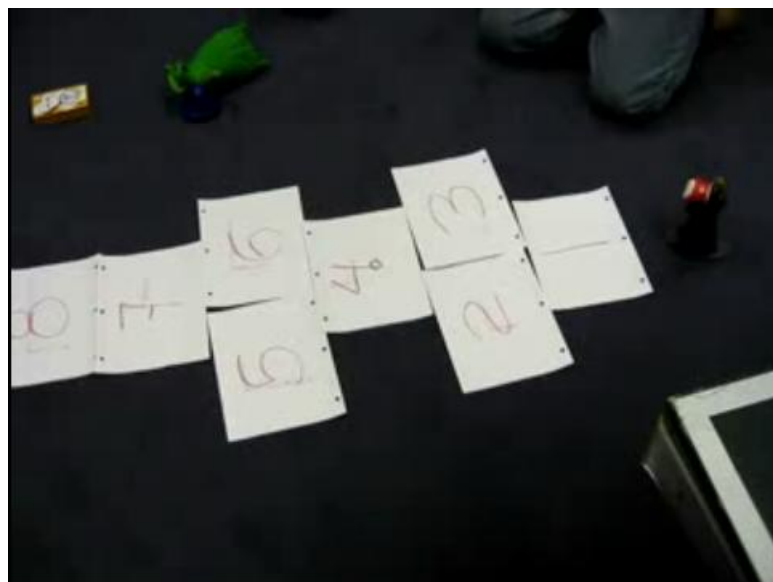


Figure 5: [YouTube video, click to watch](#)

The game card mechanic felt right, from the designer and play tester point of view.

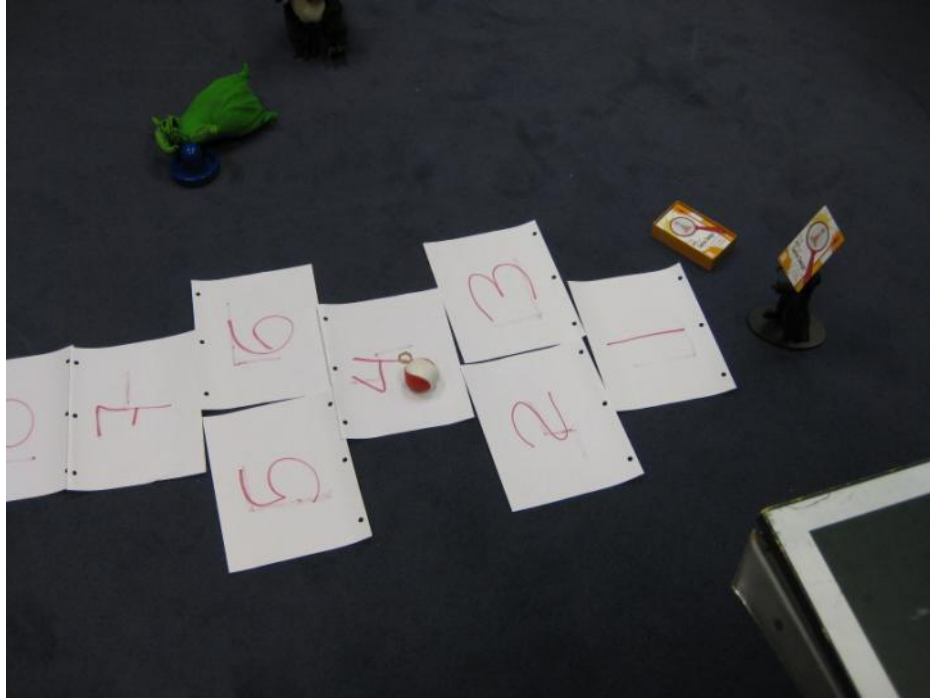


Figure 5: The player draws a card from the card deck.



Figure 6: The Card

What went right here was using the brainstormed ideas in PART I, as the contents of the cards:

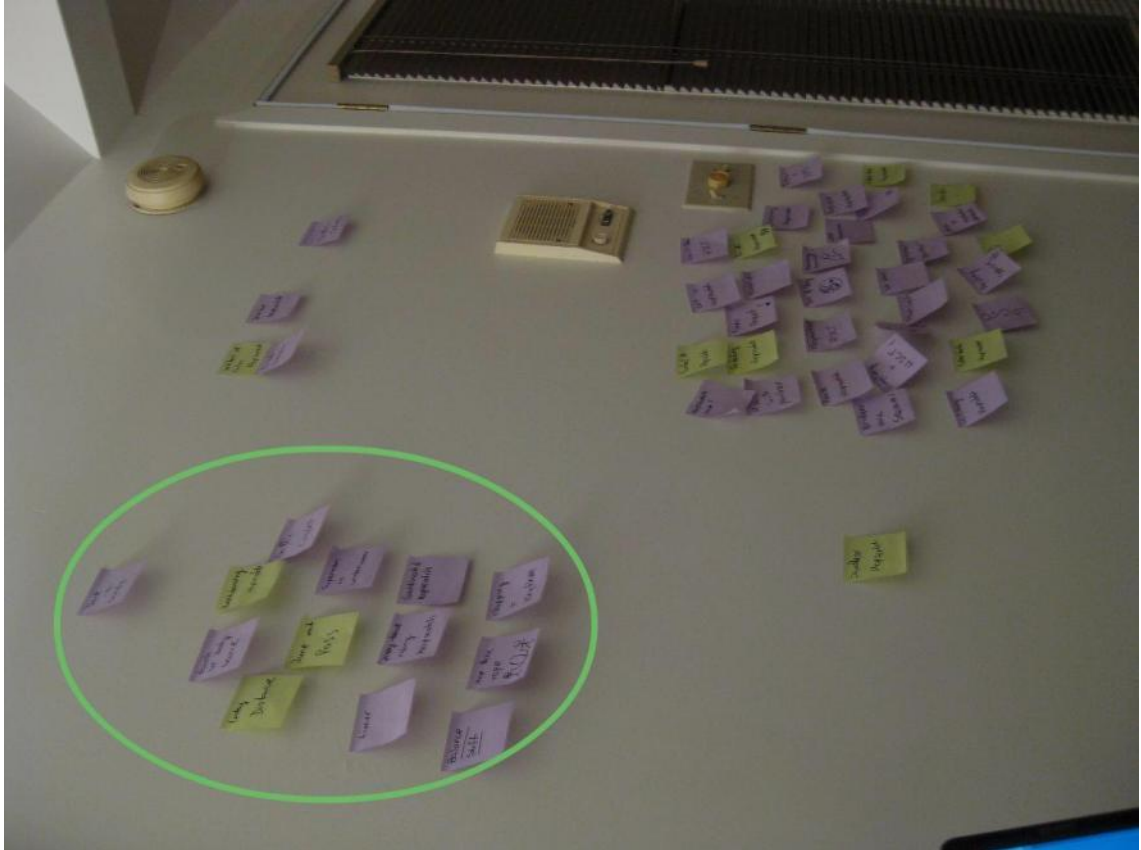


Figure 7: The Brainstorming wall; the ideas that will become cards appear encircled.

Another good thing about this design was that the deck of cards improved upon game play, shorting waiting time considerably for the other players, and it was perceived as a fun experience.

Another issue with this version was that the “draw card marker” felt as something stagnant.

Analyze the improved version.

The game play went more smoothly when the draw card marker was re-placed in the playing field after each turn. In the previous version, the draw card marker was placed during the setup part of the game. This improvement solved the “stagnant” feeling of the game.

This gave the game a sense of dynamism that wasn’t here before, overcoming the stagnant feeling with the card drawing.

Also, the number of draw card markers was reduced to one. Having many markers (4, 3 for the cards and one for the player) felt confusing. I'm even thinking about discarding the marker portion of this game and using a sign.

Finally, another remark from the play tester was to have more cards that force the other players to get involved in activities that compete against the current player.

Build your Hopscotch

Rule Set

- I. Equipment**
- II. Setup.**
- III. Playing**

- I. Equipment**

- (1) Hopscotch tile set

- II. Setup.**

- a. Get at least a friend, so it is two people.
 - b. Place the start and end tile on the floor
 - c. Grab a tile and place it on the floor.
 - d. The next person grabs a new tile and places it next to the last tile.
 - e. Repeat until all tiles are placed, or until there's a path from the start tile to the end tile.

- III. Playing**

The rules of Hopscotch are the same as you know it. In bold face appear the rules that apply to build your Hopscotch.

Note: in this rule set, square a synonym for tile.

- a. The first player tosses the marker (typically a stone, coin or bean bag) into the first square.

The marker must land completely within the designated square and without touching a line or bouncing out.

- b. The player then hops through the course, skipping the square with the marker in it. Single squares must be hopped on one foot. For the first single square, either foot may be used. Side by side squares are straddled, with the left foot landing in the left square, and the right foot landing in the right square. **On squares that have more than one exit, the player can choose which way to go.**

If the arrows direct the player towards the square that has the marker, the player must follow the arrows on that square, but can't hop on it.

Optional squares marked "Safe", "Home", or "Rest" are neutral squares, and may be hopped through in any manner without penalty.

- c. Upon successfully completing the sequence, the player continues the turn by **tossing the marker into the next square (according to the arrows)**, and repeating the pattern.
- d. If while hopping through the court in either direction the player steps on a line, misses a square, or loses balance, the turn ends.

Players begin their turns where they last left off.

- e. **The first player to complete from start to finish wins the game.**

Analyze what is good and bad about it.

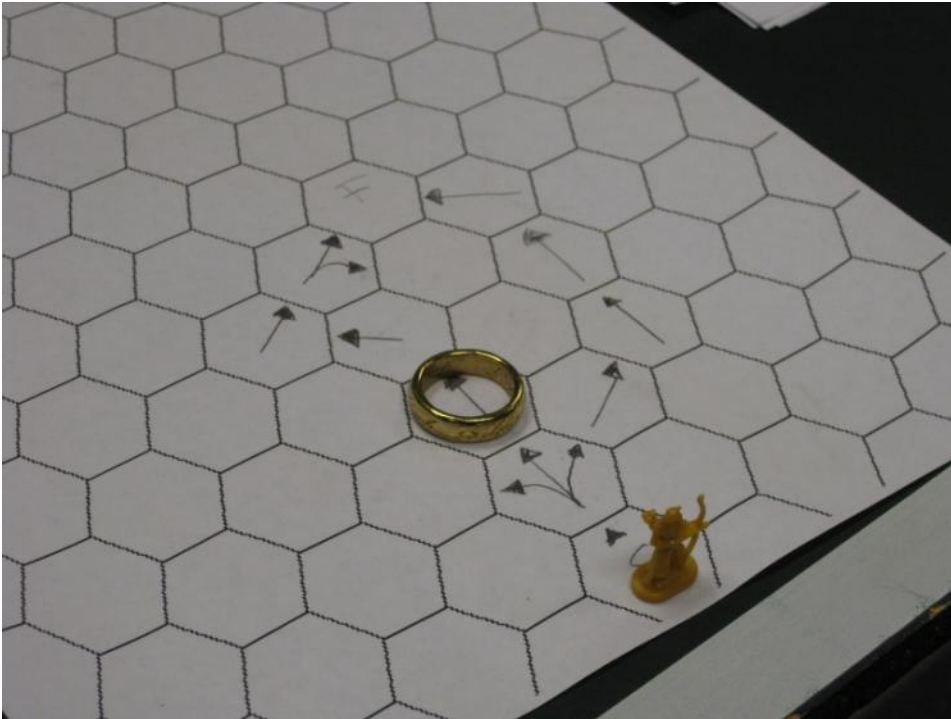


Figure 8: A representation of the game state. The ring stands for the Hopscotch marker, the yellow figure is the player and the arrows indicate the possible paths to the ending tile.

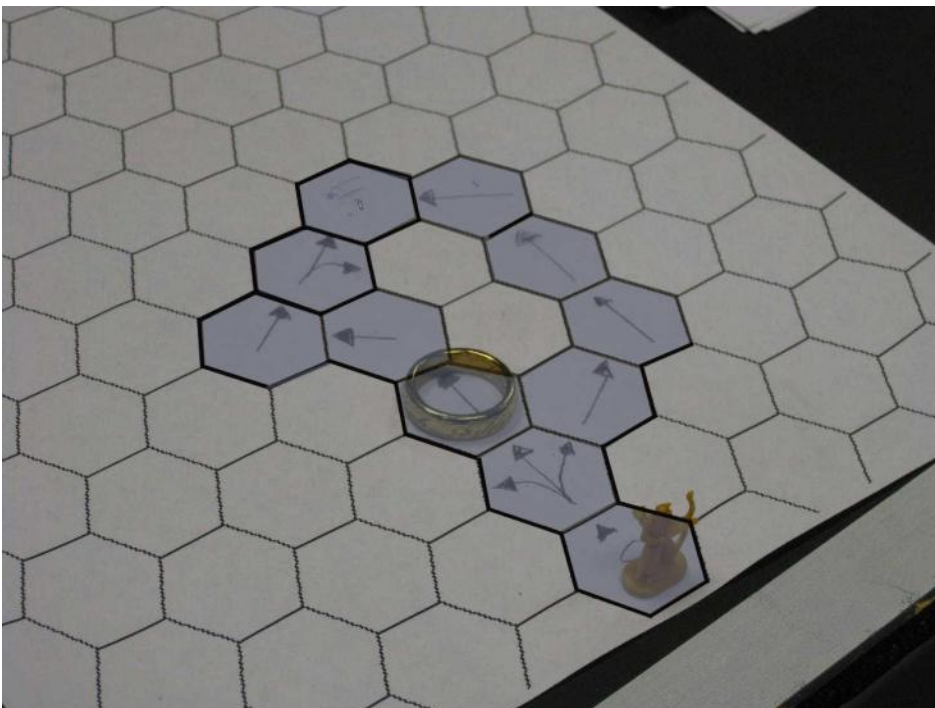


Figure 9: The same board as Figure 4, but clearly showing the "playing" hexes.

Part of the problem during design that was reflected on the game test session was the number of available tiles. In the case of Settlers of Catan, this board game only contains 19 terrain hexes (source: [Amazon.com](https://www.amazon.com)).

19 pieces probably has to do with having terrain types in the hexes. Following this distinction, I created the following categories of Hexes:

- START Hex: The starting hex, which has a connecting arrow, indicating where to connect the next hex.
- END Hex: The finishing hex, which can receive players from all 6 directions.
- One Arrow Hex: A Hex that has only one arrow.
- Two Arrows Hex: A hex with a bifurcating arrow.
- Three Arrows Hex: A hex with a trifurcating arrow.

To circumvent the problem of having enough hexes, or tiles, during testing, I decided to represent the playing field as a empty grid that represents the available positions for a Hopscotch game. This gave me, as designer, the liberty to redesign and add more “hexes” as needed, without having the actual pieces around.

In this particular example, the Hopscotch shown in figure 9 would consist of 11 tiles.

Another thing that went well was the branching. Being able to have paths was something refreshing that felt well during play testing.