

## Coin and Cup Game Design Challenge

Your challenge is to design a game using only coins and paper or plastic cups!

### STEP ONE: Explore the core mechanics

Explore all the things you can do with coins. How can they move? Can you stack them, spin them? What else can you do with them?

#### RECORD YOUR IDEAS:

Explore all the things you can do with cups. How can they move? Can you flip them, stack them? What else can you do with them?

#### RECORD YOUR IDEAS:

Now explore how you can use these two components (coins and cups) together. Can you toss and catch? Can you hide? What else can they do together?

#### RECORD YOUR IDEAS:

### STEP TWO: Game design time!

Using what you learned about what your components can do and what their core mechanics are, design a game using only coins and cups.

#### Describe your game below.

Name of the game:

Rules of the game:

Goal of the game:

Any and all mechanics used in the game:

### STEP THREE: Playtest

Together, we will playtest your game. Decide now who on your team will explain the rules and quickly demo your game to the class. Do not tell us your core mechanics! We will try to guess after we try your game.