1. In a one page response:

How do platform, time interval, and player mode affect the playing experience? The chess tabletop game isn’t always merely a turn-based game – but it has a time-limited version. Imagine what chess would be like if it were played in real time. Now change the player mode to multiplayer. How would the experience of playing chess change if it was a real-time, multiplayer game? Come up with a variation of one of your favorite electronic games by tweaking the time interval and player mode.

Next, in about half a page, brainstorm an answer to Question 2

1. Local play is common on console systems, but it can be awkward on computer systems. Can you think of a situation in which it would be fairly comfortable for two players to share a keyboard and mouse? Your company has been asked to develop a local play game for the computer platform. What type of game would you develop for this player mode—and why?