Objective:
Practice rule evolution and iterative testing.

What to do:
In this exercise, you will develop new rules for the "Dots and Boxes" game. The rules must accomplish the following:
- The game must incorporate an element of randomness in each move. Some random element must determine the exact nature of each move, but there can be a combination of choice and chance.
- One of the player's options (possibly randomly available) must be to change the shape of the grid by adding and / or removing a dot or dots.

Other than this, the game should be very similar to the original. In particular:
- The rule changes should not make the game take unduly long. Obviously a larger board will take longer to play, so the rules should prevent the board from expanding indefinitely.
- Players should be able to play your version of the game with any size starting grid, just like the original game.

With your group of 3 or 4:
1. Come up with some initial ideas about how to achieve the stated objectives.
2. Attempt to play using your initial rules on a small grid.
3. Adapt the rules and continue playtesting until you have a set that seems to work well.
4. If you have time, play the game again on a larger grid and see if scale makes a difference.

What to turn in:
When time is called, take a fresh sheet of paper and write down the names (first and last) of the students in your group and write the rules of your new game. Write the rules so that someone unfamiliar with the original game would be able to play. Turn in this page at the end of class.
Each group will be called upon to briefly describe their game (not to read the rules) and how it achieves the goals stated above.

Hints:
- Use a grid of no bigger than 4x4 to test your game play ideas.
- If an idea isn't working, stop – there's no need to play a full game with malfunctioning rules.
- You can use either cards or dice as a source of randomness.