Objective:
We are treating games as historical sources. Playing a game is the best way to fully appreciate it in all of its dimensions. For this milestone, you will play your historic game and write about the experience.

What to do:
Play your game, ideally on a regular basis. You will probably need to teach other people to play and to find time to do so, so start early on this. Use the materials available in the CTI Game Lab as necessary. Playing it on-line or against a computer opponent does not count! Reflect on your play experiences and attempt to answer the following questions:

- How does the game work?
  o What sorts of choices to players have to make?
  o What basis do players have for making these choices?
  o How do the rules of the game generate strategic complexity? (Consider specific rules of the game and what consequences they have for player choice.)
  o If the game lacks strategic complexity, how does it compensate in other ways to maintain player interest?
- What is the experience of playing the game?
  o Does the game have phases? What happens in each part?
  o What is the role of player choice in the game? What is the relationship between luck and strategy?
  o What types of interactions between players does the game support and encourage?
- What do you think of the game?
  o Is it a game that is hard to learn to play well?
  o What makes the game engaging?

Write three- to four-page (750-1000 word) paper in which you describe your efforts to learn and play the game, and the answers you have been able to determine for the questions above. This is not a research paper, so I do not expect you to be making a historical argument. You should accurately reference the source you used to learn about the game's rules, however.

What to turn in:
Write up your paper as a Word document and submit it to Course On-Line under “Project: Game Analysis”.

Outline:
Your paper should conform to the following outline:

I. Background
   a. The name of the game, the place and era in which you are studying it
   b. The source from which you have obtained the rules
II. Playing the Game
   a. Description of the game (no more than one paragraph – do not list all the rules)
   b. Describe when, where and with what materials you played the game.
III. Analysis
   a. Structure (how the game works, where player interest comes from)
   b. Experience (what it is like to play)
   c. Reaction (your reaction to the game)