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 grid must change shape during play. There must be a mechanism for dots and/or lines to be added and/or removed.
• the game must incorporate an element of randomness in each move. Some random element must determine the exact placement of each player's move.
• the rule changes should not make the game take unduly long to play. Obviously a larger board will take longer to play, so the rules should prevent the board from expanding indefinitely.

You will
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.
5. Turn in a document describing the evolution of the rule set. Describe briefly what rules you changed and how the playtesting went.

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.
• Appoint one member of the group as a scribe to record the rules and the outcomes as you are trying them. This will be easier than trying to reconstruct it all after the fact.