

Names: \_\_\_\_\_ , \_\_\_\_\_ , \_\_\_\_\_  
\_\_\_\_\_ , \_\_\_\_\_ , \_\_\_\_\_

## Part 1) Game Design

**Probability:** In which ways will probability be present in your game? (Circle all that apply)

Dice                  Spinner                  Area                  Pick a card or item

Other (explain) \_\_\_\_\_

**Compound Probability:** Explain (in a sentence or two) how compound probability is present in your game.

**Ways to Win:** How many different ways are there to win? \_\_\_\_ Are the prizes different? Explain.

What will make people want to play your game?

*On a separate piece of paper, explain in full detail the game you plan to make. Understand that this may change before the game is actually played. If you need a diagram to help in the explanation, feel free to include one. Attach the paper to this packet.*