Project 1: Board Game Modification

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Individual MDA analysis:

The Mechanics of Sushi Go are fairly straight forward;
- Players begin with 7 - 9 cards depending on the total number of players.
- Each Player selects a card from their hand to place face down.
- Players then reveal these cards at the same time.
- Players then pass their hand of cards to the player clockwise of them, and the cycle repeats.
- Any cards placed down and revealed will remain so until all three rounds are over, and the score is tallied based on the cards each player has revealed.

In terms of dynamics, Sushi GO becomes a touch more complicated. As each card is assigned a different value, or a different *action*, players can be strategic in how they use the cards from their hands to better equip their decks for the final point tally.

Sushi GO is both a game of Fellowship and Challenge respectively. Players interact and directly compete against each other, battling for the best hand, the most of a certain card, and the overall highest score at the end of the rounds. They cannot complete the game without interacting, as they must constantly pass hands, and determine who amongst them has the most points.

My proposed modification works cohesively with the current game mechanics, this aspect is not changed as the cards assimilate seamlessly. Respectively, the dynamics of the game remain as such also.

What my modification alters most, is the Aesthetics of the game. It establishes an increase in player competitiveness (Fellowship), as it gives the players more potential to interact with one another, and work together or against one another, depending on their strategy. In turn, this poses the players themselves as additional potential obstacles impeding each other's victory, as such Sushi GO becomes more of a *Challenge* as well.