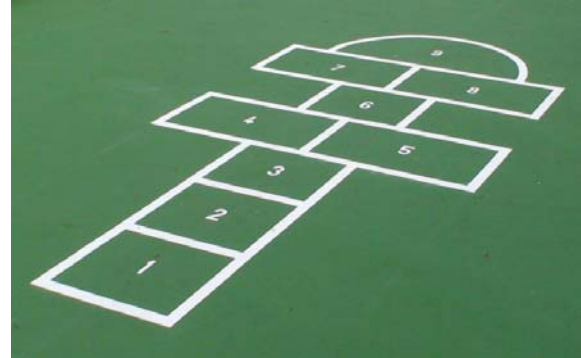


Hopscotch

What is Hopscotch?

1. A game played either alone or in a group that consists of throwing a rock, hopping on numbered squares and taking turns. The target audience is kids, both boys and girls, although usually by girls.
2. Originally, it was designed to help train Roman soldiers in their footwork.
3. The rules:



Standard Hopscotch Set-up.

- a. The player tosses a rock into square #1. The rock must land in the square and not touch any of the lines. Otherwise, the player's turn ends and s/he will have to try again.
- b. If the player's rock lands in the correct square, the player proceeds to hop up the numbers, skipping the number the rock rests in. The player can only use 1 foot in each square. Squares laying side-by-side (for example, #4 & #5 in the image) must be straddled with one foot in each square. (left foot in #4 and right foot in #5)
- c. At the end of the path is the safe point where the player can rest both feet, turn around and prepare to go back.
- d. The player hops back using the same rules as before. However, the player must pick up the rock s/he previously threw on the return path instead of hopping over it again.
- e. At the player's next turn, s/he will toss the rock in to square #2 and play again.
- f. When played competitively, the player to successfully finish the game first (throw the rock in the last number and complete the course) is the winner.

The Good Points about Hopscotch

1. Requires few materials to play and the materials are easily substituted (rocks for beanbags, for instance)
2. Can be played anywhere provided you can draw on the ground.
3. Can be played alone or with others.
4. Teaches kids to count.

PART I

The Problems with Hopscotch

1. Since hopscotch is usually played outdoors, bad weather can prevent play.
2. The course does not take into account people of different sizes. A person with bigger feet would have more difficulty playing than a person with smaller feet. A person with shorter legs would have more trouble jumping distances than a person with longer legs.

3. The game depends on a person's physical ability. As a person gets older and gains better agility & balance, the game becomes too easy and therefore gets boring.
4. Hopscotch does not include people with physical disability.
5. If someone who's bad at drawing draws the course, it'd be a very uneven gameplay. (not necessarily a problem though...)
6. There's a chance of physical injury.
7. The game gets monotonous after awhile. Hopping over square #2 is no different than hopping over square #3.
8. Requires a good amount of floor-space to hop around. It's not as easy to find in today's world, especially floor-space where you won't be in everyone's way.
9. Throwing the rock to land on further numbers can get tedious if it keeps bouncing out, especially when a lot of people are playing at once.
10. Even though it's a co-ed game, it's considered a girl's game now.
11. There's not a whole lot of player-to-player interaction despite it being a multiplayer game.
12. It's boring to play alone.

At least 50 Ideas about Hopscotch

Technology:

1. What if the game was digital?
2. What if the walls of the squares were 3D and you had to hop over something (also a game mechanic idea)?
3. What if the numbers lit up as you stepped on them?
4. What if the steps were floating panels on the water? Talk about needing balance.
5. What if the game didn't involve hopping at all and was more of a handheld game where you had to bounce a ball into certain squares?
6. Can hopscotch be played underwater? Diving?
7. What if it was played in the dark?
8. What if you got squirted with water or sounded an alarm if you hit the edge?
9. What if the ground was slippery?
10. What if the game was vertical?
11. What if it involved food?
12. What if you had to kick a wall?
13. What if you could play online?
14. What if you threw a bouncy ball and let it go everywhere?
15. What if the course was a big keyboard?
16. What if you could make music while you played?
17. Can we play it on wheels?
18. In cars?

Story:

19. What if each step revealed a part of a story?
20. Each time you step, you have to say a word. All the words together make a complete sentence. And the sentences would have to continue from player to player to create an improvisational story.
21. What if hopscotch was more like a gauntlet?

22. What if you were a spy and the secret number would trigger an alarm if you stepped on it?

Game Mechanics:

23. What if the steps were letters and the objective was to spell a word?
24. What if you couldn't predict where the rock was going to land?
25. What if each number related to a specific challenge?
26. What if multiple players could play at once instead of having to take turns?
27. If this were a grid of numbers, could this become a memory game where you have to step on the same numbers as the players before you?
28. What if you could play with your hands as well as your feet?
29. What about other body parts? Getting down on your knees?
30. Do you always have to hop? What if the game required you to roll or step backwards?
31. What if you had to keep a rhythmic sequence?
32. Strip hopscotch!
33. What if this game required more distance jumping?
34. What if there were multiple safe zones?
35. What if the players could compete for more safe zones?
36. What if the players are chasing something?
37. What if the objective was to step on an invisible and moving marker?
38. What if players could claim certain squares as their own?
39. Can hopscotch be combined w/ tag?
40. What if you could win money?
41. What if you could throw things in your opponents way?
42. Can this be a card game?
43. If this were a grid, we could make it so each player could only hop on a designated number.

Aesthetics:

44. Hopscotch is all squares. What if it were hexagon steps?
45. What if Hopscotch spread out in a spiral instead of a straight line?
46. What if instead of a line of numbers it was a grid of numbers?
47. What if it was a grid of letters?
48. What if each square was a different texture? Like, squishy vs. hard, sandy vs. watery.
49. Hopping on stars to reach some height?
50. Squishing bugs and skipping the cute thing.
51. What if it were played in a hospital?
52. What if the course was longer?
53. What if the steps were different sizes?
54. What if they were different colors?
55. What if the course was a circle?
56. What if your footprints left stamps on the floor?
57. What if the steps could be moved around?

Part II

At Least Three Ideas for a New Version of Hopscotch.

1. Trap/Elimination Hopscotch

- a. This a multiplayer game where it's a group versus one. The ground is laid out in a single row of numbers 1-9. The single player, the trap-setter, has a separate card w/ the exact same layout as on the floor. S/he designates a square on her/his card as the "hole". The remaining players must then hop across the hopscotch floor, jumping across numbers they think might be the "hole". If they fall in, they are eliminated.

2. Theme Words/Boggle Hopscotch

- a. This can be single-player, but would be more fun w/ friends. The floor is laid out as a grid with randomly assigned letters. A theme is selected through card selection or spinner and the players must hop on the letters to spell words related to that theme. Players are awarded more points for using certain letters (like scrabble).

3. Handheld Hopscotch

- a. This is a single-player game using a device of spring boards to jump a ball through a hopscotch-based obstacle course where the ball must hop to point #1, then #2, then #3 etc. but skip a number based on the rules of hopscotch. The challenge lays in the skill.

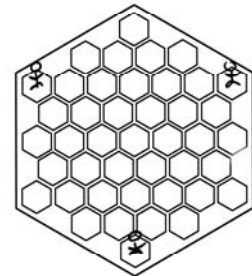
4. Hexagonal Hopscotch

- a. Spread out in a hexagon, each player starts on a corner. They have a rock they throw out in front of them and they are only allowed to jump over a rock. What happens is as they get closer to eat other, they have to watch out to make sure they don't enable an opponent by giving them an extra rock to jump over.

Part III

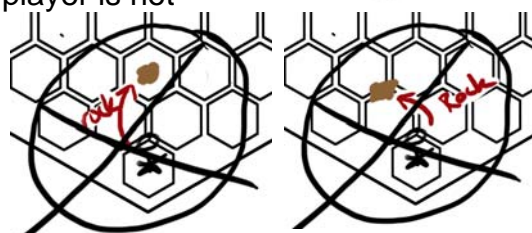
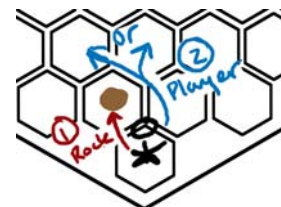
Game Idea #4

- Why pick this?
 - a. Allows players to actively engage one another
 - b. Adds challenge to a game based on hopping over an obstacle.
 - c. Strategy element.



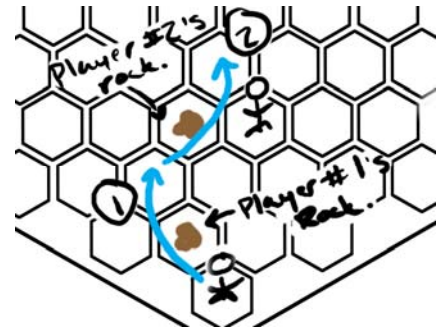
A. The complete Rule-Set

- a. Can have 2 to 3 players.
- b. Players start off standing at the corners of the grid, evenly distributed around the large hexagon.
- c. Player #1 picks up and tosses out his rock close to where he is standing.
 - i. If the rock lands on a line, the player is not permitted to jump over it.
 - ii. The rock must be 1 step away from the player or else he cannot jump.
- d. Player #1 then jumps over his rock



to another space.

- i. If there are other rocks near the player's new position, s/he is allowed to jump over that rock as well.
- e. As soon as Player #1 can no longer make another move, his turn ends and Player #2 starts from step c.
 - i. After the first throw, each player's rock must stay on the board until that player's turn starts again.
- f. The objective is to be the first to reach the opposite corner of the hexagon.



B. Play-test analysis (on paper)

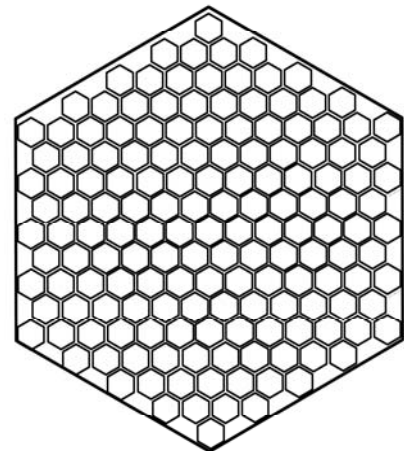
- a. Test #1:
 - i. Had to be tested on paper b/c of the amount of space this game required.
 - ii. Game was beaten in 3 turns. Player #2 won.
 - iii. Is it too easy to play?
 - iv. Sometimes the rock the player initially threw is too far from their new position. How do they collect their rock to throw again?
 - v. Can players stand on the same step as each other? How about w/ a rock?
 - vi. This game does not require any balancing on 1 foot. You can hop on 2 feet. It kinda takes away a strong element of hopscotch.
- b. Test #2:
 - i. Ended in 3 turns. Player #1 won.
 - ii. Becomes predictable. How to make it more complicated?
 - iii. What about a larger grid?
 - iv. Multiple rocks per player?
 - v. If the rocks were thrown, then throwing rocks would really add no element to the game since the next step is not really a distance to throw to.

C. Improvements

- a. Made the playing field bigger.
- b. Gave each player 2 rocks

D. Play-test Round 2 analysis

- a. Test #3:
 - i. Game was longer. Players took more time to think about where they were aiming the rocks. Also, given the shape of the floor, they had to think about where they could jump as well.
 - ii. Throwing rocks now had more of a risk factor in case the rock slid



- out of bounds or landed in an unintended step.
- iii. The excitement happens in the middle of the game. In the beginning and end, there is little interaction because the players were too far apart to affect each other.
- iv. More steps did make it less predictable due to the wider range a player can move, but b/c of the centralizing that happens due to the path of each player, at one point, it becomes inevitable that the players were have to help each other as they streamline to their goal point. Once the players accepted this, they focused less on preventing their opponent from crossing faster and focused primarily on getting themselves to their goal. The strategy was lost b/c of the limitations.

E. Final analysis

- a. How would I improve this?
 - i. The centralizing shape leads to an inevitable crossroad where the players have to interact. For a strategy game, this does not have enough components to make it worthwhile.
 - ii. If this were a game meant for a crowd where teams competed instead of individuals, it would work out as a fun strategy/chance-based game, but possibly the groups would have trouble communicating and working together.
 - iii. In the end, the more “improvements” I make, the more I realize this game is looking a lot like Chinese Checkers on the floor. Which would be fun.
 - iv. However, given the complexity of Chinese Checkers with multiple people trying to control one side, I'd start on a different idea. Sometimes teamwork to that level works, but often enough it takes a lot of frustration to make it do so.

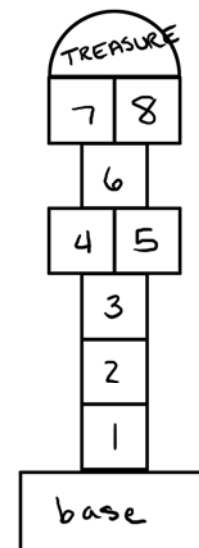
Part III (again)

Game Idea #1

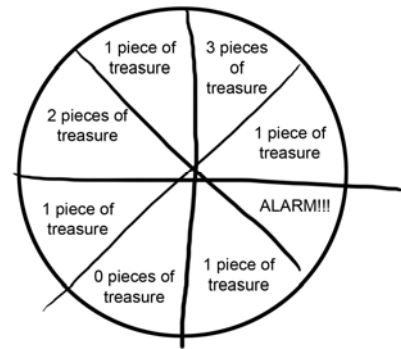
- Why pick this?
 - a. Takes the game mechanic of hopscotch and adds story to it.
 - b. Also adds a sense of anticipation and apprehension since the players don't know where the trap-setter has laid the trap.
 - c. It's a thief game!

A. The complete Rule Set

- a. Meant for 2 or more players. One player is the designator trap-setter and sits separate from the rest of the group.
- b. All player start at the base while the trap-setter sits to the side with the hopscotch



- card in his hand. On the card is the exact replica of the hopscotch floor.
- c. The trap-setter places the red marker on any numbered square to indicate where the trap has been set.
 - i. Players will not be able to see where the red marker is.
 - d. Player #1 then hop across the hopscotch floor, free to skip as many numbers as he chooses provided he stays within the hopscotch road and doesn't step on any lines.
 - i. If the player steps on a line, he's failed the mission and must return to base.
 - e. When the player reaches the treasure room, he spins a dial to see how many pieces of treasure he can collect. There is also the chance he could trigger a trap in the treasure room as well.
 - f. Then the player hops back.
 - g. The trap-setter may then designate a new square as the trap and the next player goes.
 - h. Players continue until all players have been eliminated. The player with the most treasure wins.



B. Playtest Analysis

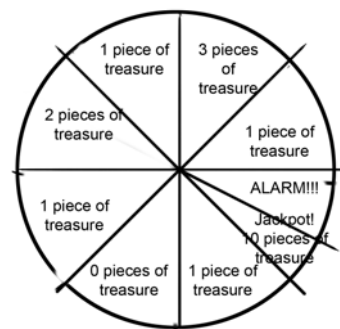
- a. The treasure-collecting made a nice component for score-determining since the number of turns you had didn't always decide if you won. But ideally, you want to stay in the game in order to collect more.
- b. It'd be nice if the player could chance for a jackpot.
- c. This game has no definite time-length. It could go on for a long time or it could end very abruptly, depending on the players' luck.
- d. I worried about the trap-setter getting bored, but she seemed to enjoy trying to strategize where to put the red marker next.
- e. People can't jump that far when hopping on only 1 foot.
- f. What happens when the treasure in the vault runs out?
- g. The layout doesn't have to be the standard hopscotch setup. Any sequence in a row can work.
- h. The game gets boring for someone who lost immediately and has to wait around for the rest of the players to finish.
- i.

C. Improvements

- a. Changed the dial so that there was a jackpot and the alarm section was smaller.
- b. Changed the rules so that when the alarm was set off, the game ended.

D. Playtest Round 2 Analysis

- a. The game once ended too abruptly b/c one of the players triggered the alarm



- early, which is easy to do jumping on only 1 foot.
 - i. I'd revert back to elimination.
 - ii. Or find some sort of strike method since elimination is very sudden.
- b. Players usually skipped one of the side-by-sides or both altogether. Losing balance became a strong part of the game.
- c. Players are not punished as severely for falling out of bounds. They lose a turn instead of being kicked out of the game.

E. Final Analysis

- a. The addition of this mechanic to the game of hopscotch adds a risk factor to the gameplay which, with a group of friends, makes it more fun and exciting. The use of an alternative means of determining the winner instead of a "first to finish wins" idea helps the less-skilled/lucky still keep a chance for winning. So it's more replayable.
- b. To address the situation where the game just continues without end, having the treasure have a limited number of treasures will guarantee an end to the game. Since 10 is the jackpot, and 1 is the most common number of treasure to pick up, 50 should be the number of treasures in the room.
 - i. With this in mind then, the game should not have a great number playing. Around 2 to 5 people.
- c. This game can be given different storylines.
 - i. Mice and cheese.
 - ii. Thieves and treasure.
 - iii. Dog and bones,
 - iv. Etc.
- d. What if the game used real money?

