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GAMES, SIMULATIONS, & SOCIETY (COSC 460)

ASSIGNMENT 3: GAME CONCEPT PAPER

Submit a one page document that describes the high concept of a persuasive game, including the social issue that the game addresses.

Include:

- working title,
- object of the game,
- scenario,
- character types,
- game mechanics (game play).

DELIVERABLES

Upload a Word document called "concept.doc" to your cosc460 folder (don't create any subfolders).

DUE DATES

April 21st