

Evelyn Chan
Assignment #1 – Hopscotch
Game Design

Part 1: Fifty ideas

Problems with hopscotch my design will try to solve:

1. To make the game multifaceted rather than being straightforward, boring and repetitive
2. Incorporate other mediums into the game to make it more interesting
3. Creating more than one way to play and enjoy the game
4. Bringing hopscotch to other places rather than just in the playground
5. Involve different groups of people to play the game rather than just children
6. Increase interest and replayability of the game, maybe add in some surprise/twist factor

Brainstorming fifty ideas of different hopscotch implementations:

1. Scavenger hunt hopscotch
2. Story on each hopscotch number, actions depend on answers to situation at that number
3. Dante's Inferno + hopscotch (9 levels of hell)
4. Trivia game show hopscotch
5. Red Light Green Light hopscotch
6. Twister + hopscotch (color-coded)
7. Hopscotch card game
8. Shuffleboard hopscotch
9. Pogo stick hopscotch
10. Strip clothes hopscotch
11. Dig a hole in the sand hopscotch
12. Simon says hopscotch
13. Obstacle course hopscotch with tires
14. Squirt gun hopscotch
15. Musical chair hopscotch
16. Hopscotch and dice
17. Drunk hopscotch
18. Dancing hopscotch
19. Balance objects and hopscotch
20. Juggling number of objects and hopscotch
21. Space asteroids shooting hopscotch game (computer game)
22. Hopscotch race (whoever gets to the end first wins)
23. Hopscotch potato sack race
24. Ring toss hopscotch
25. Hopscotch water obstacle race
26. Hopscotch and roulette

27. Boxing and hopscotch
28. DDR and hopscotch
29. Touchscreen casino game hopscotch
30. Mahjong hopscotch
31. Gymnastics hopscotch
32. Dodge ball hopscotch
33. Paintball hopscotch
34. Spin the bottle hopscotch
35. Basketball hopscotch (played in gymnasium where players would shoot number of baskets from where he or she is at on the hopscotch board)
36. Water polo hopscotch
37. Play hopscotch on stilts (hopefully people won't break their necks over this)
38. Ice skating and hopscotch (possibly hopping up and down on their ice skates?)
39. Lily pad hopping and hopscotch (hop on floating numbered lily pads?)
40. Playing Super Mario game and having him hopscotch?
41. Hopscotch around the campfire with the end goal of being able to roast marshmallows
42. Throwing water balloons at your opponent hopping from the opposite direction depending on the number on the layout he or she lands on...?
43. Assume a different pose when hopping across the hopscotch board
44. Ride a kangaroo and have kangaroo play hopscotch
45. Hopscotch blindfolded
46. Build object as you go on hopscotch (object placed in each box and build the object taken with another object in the next box hopped on)
47. Paint as you go hopscotch
48. Sing as you go hopscotch
49. Trampoline?
50. Throw pom poms

Part II: Three ideas

Three ideas for new versions of hopscotch:

1. Red Light Green Light hopscotch

This game would actually take two classic playground games and bring hopscotch to a whole new level, filled with potential of replayability and endless challenges. Most people know Red Light Green Light to be a classic playground game where one person (known as the "it" person) yells "Red Light Green Light" with his or her back turned towards the other players while they try to sneak up to the "it" player. Since hopscotch is a game that can easily become boring without many challenges, adding the play elements from Red Light Green Light to the game would make it more engaging for the players and would open up the target audience rather than just with children.

2. Trivia game show hopscotch

This game would be quite interesting and challenging. Incorporating elements from a trivia game show, there would be a host who would actually ask questions while people playing the game would actually answer the questions that the host would ask. If the answers the players give are correct, then they will advance a certain amount of spaces depending on the type of question and how challenging it is. Whoever gets to the end of the hopscotch board and be able to get back to the beginning of the board first wins. The winner would potentially win some prize at the end, whatever it may be.

3. Musical chairs hopscotch

So now an interesting twist to the boring game of hopscotch: music! What makes musical chairs interesting is that not only do you have the element of music in it, but the challenge of being able to find an empty chair when the music stops would make the game intense. This game would be suitable for up to nine players at one time since there are nine hopscotch boxes to jump forwards and backwards on. The winner of this game would be whoever is left in the last chair that's left of the hopscotch board.

Part III: Implementation of one idea

1st iteration:

Ruleset for Red Light Green Light Hopscotch:

of people needed to play game: at least 2

of hopscotch layouts: 1

Rules:

1. One person stands right outside the box #9 (Player 1) while the rest of the hopscotch players stand right outside box #1 (Player 2)
2. Whenever the players decide to start, Player 1 will turn around and face away from Player 2 and say "Red Light Green Light."
3. While Player 1 is saying "Red Light Green Light," Player 2 will move forward on the hopscotch board until Player 1 turns his or her head around. If Player 2 doesn't freeze in his or her current position, Player 2 will have to go back to the starting point on the hopscotch board to start all over again.
4. The round ends when with Player 2 tagging Player 1. When that happens, Player 1 and Player 2 will switch roles. If there's more than one player in the game where he or she didn't tag Player 1, then those players will go back to the starting point.

Snapshots of 1st iteration:



Video of 1st iteration: see [hopscotch_iteration_1.avi](#)

Analysis after 1st iteration:

Pros:

- Easy to understand and play
- High level of replayability and able to quickly engage the players

Cons:

- Hopscotch layout too small to jump from box to box and from one end to the other
- Not enough room to support multiplayer functionality (need more hopscotch boards)
- Implement game in much bigger space
- Limit maximum number of players to 4 people
- Makes Player 2 supremely frustrated that he or she can't advance far on the board before going back to the beginning

After taking this feedback, I decided to increase the number of players that can participate in this game.

2nd iteration:

Revised ruleset for Red Light Green Light Hopscotch:

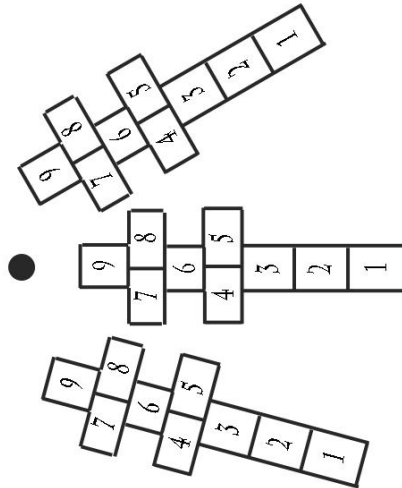
of people needs to play game: 2-4

of hopscotch layouts: 3

Rules:

1. Create three hopscotch boards out of cardboard or printer paper and lay them in a circular fashion or alternatively, draw out three hopscotch layouts and have the edges of each layout meet
2. Lay three hopscotch boards in a circle
3. Place one player at the edge of the three hopscotch boards
4. Place the other players at the start position of the hopscotch boards
5. The same rules from the original ruleset apply towards hopscotch play

Layout snapshot:



Snapshots of 2nd iteration:



Videos of 2nd iteration: see [hopscotch_iteration_2_1.avi](#) and [hopscotch_iteration_2_2.avi](#)

Pros and cons for 2nd iteration:

Pros:

- Everyone had a LOT of fun!
- Definitely more challenging with a half circle setup

Cons:

- At times, the players weren't 100% sure of the rules, might've been able to explain them better
- The half circle layout is a bit hard for the "it" person to fully see when he or she turns around to see who's still moving
- It may be more useful to implement the game in a less slippery surface (it just so happened that the game was playtested up on the 3rd floor, it might've been better to use masking tape to create the layouts instead of using paper)
- It may be good to consider using different and longer hopscotch layouts to increase the distance between the "it" player with the other players, like snaking the hopscotch layout or something of that nature

The feedback was mainly good, but for future iterations (which I haven't had time to implement here), I would probably try playing this in a bigger space, still keeping the three player hopscotch configuration. One idea I'd love to experiment is possibly combining it with 2 people working together to hopscotch with their right/left ankles bound together and hopping that way. I'd also think about changing the general hopscotch layout and probably make it more of a snaking shape.