Hopscotch
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Game Design
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Part I.

Hopscotch Problems

1. It isn't intricate enough. There's no real triangularity or decisions to make.
2. It isn't really fun. Hopping for hopping's sake is not enjoyable.
3. It's not fun to watch.
4. Scoring isn't rewarding enough, because it's not that hard to do.
5. It doesn't allow for too many players (without boredom of others)
6. It's too uninvolved; there's no real connection with the task and the hopper.
7. Could use more connection with the other players

Hopscotch Brainstorming Ideas

1. The drinking Game —After each turn drink some scotch, vomiting is a DQ
2. Twister + hopscotch —Make two spins at the beginning of each run. Instead of using your two feet, must use those two body parts.
3. Dice Game
4. Jump Rope
5. Backwards hopping
6. Blindfolded hopscotch —You have a partner who tells you where to go. It's all about trust and teamwork.
7. Extend the board after each turn.
8. Twisty Curvy board
9. Circular board
10. Hopscotch the rhythm game—computer + blazing speeds
11. Hopscotch math challenge (instead of hopping, add up the numbers minus the one landed on…first person to get it gets a point)
12. Doubles hopscotch—two people on same board, at the same time
13. DUI edition hopscotch –While reciting the alphabet backwards)
14. New rule hopscotch, if you get out, the other player gets to make up a rule about the gameplay.

15. Hopscotch in quicksand
16. Sidewalk hopscotch (leap in the squares of the sidewalk and take a big leap to skip the one your stone is in)
17. hopscotch Racing…person who finishes first gets a point
18. Iron Chef Hopscotch (line up ingredients and toss to see which one you can't use)
19. The board game (goal is to get back home…must visit every square…proceed to the one you toss on)
20. On ice (play at your own risk)
21. Magic Jumping Pants Hopscotch (players must wear magic jumping pants)
22. You Got Served Hopscotch (players must not only hopscotch, but dance in a audience chooses battle)
23. spin in a circle….then go
24. pogo stick hopping
25. Try to make something else hop (frogs? Crickets?) the path by poking or other incentives. The player whose animal hops the path most correctly wins.
26. Beer Pong- Arrange cups like hopscotch board. You have a chance to win throws. For each throw you get to land in a cup, you don't have to drink that cup.
27. Car Racing…Must get to destination and back avoiding a decided upon street before the other car.
28. Bouncy ball Try to get your ball to bounce in the right cups
29. Hopscotch in Virtual Reality
30. Land mine Hopscotch where the wrong step could be deadly!
31. Bodybuilders hopscotch, each round, have to strap more body weights on
32. Hopscotch teaches Typing. Users have to type and skip the glowing letter which switches out from time to time. Teaches them to type without looking at the keyboard.
33. Hopscotch Bowling where you knock all the pins down except one which requires more skill
34. Kangaroo Hopscotch—Jump in the mucus filled pouch of a kangaroo and guide her towards the goal.
35. Dodge(snow)ball hopscotch—each other player gets the chance to throw one snowball at the hopper to see if they can push them off track
36. Mermaid Hopscotch—See if you can overcome the buoyancy of a pool while hopping.

37. See if you can knock the other person's rock away before they get back with your rock. If so, you get an additional point.
38. Play with a pet's treat and see if you can get back before they eat the treat
39. Time trials—must beat the previous person's time in order to score
40. Must also capture a snitch (or a chicken) while hopping
41. Capture the flag--draw a grid instead of just one board, and form 2 teams. Each player must bring their own "flag" (towel, stick, etc.) Use colored chalk to color squares of the grid. Players can only hop on squares of their teams color. Must make it to the other side and back with the other teams flag before they are tagged.
42. After each successful round, you can pick a square to "own". The other player cannot step on this square in addition to the one their rock landed on. They are allowed to pick a square that's already been chosen thereby overriding the ownership.
43. Play in a small room with several running roombas (or chickens), If you step on a roomba, you're out.
44. If you can throw your stone on the spot someone else has (while they're going), you can change the spot they have to skip. Call out the number of the square.
45. 3-legged race hopscotch
46. Potato sack hop scotch
47. Must maintain a spinning hula hoop while hopping (you choose the body part to spin it off of)
48. Rainy day hopscotch—hop in puddles, the biggest splash gets style points
49. Strip hopscotch. If you miss, you take off clothing.
50. High heel hopscotch—for models in training
51. Disco hopscotch. Takes place on lighted disco floors as squares. If it lights up while you're on it, you're out.
52. Story where a monster is chasing you and you must successfully hop in order to divert him away form you. You could sing a cute song as you hop to enforce the story.

Part II.

1) Hopscotch Teaches Typing

In this game, sequences of letters and sometimes even words would come up on the screen. One or more letters in the words will be red. The user has to type them forward and then backwards being careful to skip over the red letter. As time progresses, the letters begin to switch their color, meaning the user cannot simply memorize the sequence and then look at the keys. The computer would be the obvious platform for this game, perhaps flash. To make the game more exciting, the user can be rewarded and motivated by a character that reacts to their progress, such as a cute bunny who cries when they do badly, but cheers them on when they do well.

2) Capture the Flag – Hopscotch Style

A grid of squares that are roughly a square foot each is drawn on the floor using chalk (the size can vary to adjust the game's difficulty). Each player brings a "flag" (stick, towel, etc.) The players split into two even groups. Each square in the grid has a color. The pattern of coloring can vary depending on desired difficulty as well. Players must hop on their team's colored squares to the other side, capture the flag and return to their base. If they are tagged, then the flag is returned to its base.

Additions:

Flags can be passed to another team mate.

Call it Battlefield: Use the story that it's a battlefield filled with mines. Therefore players must only step on their own territory which they know is safe.

3) Ownership

If you successfully clear each round, you can choose a square to own. Place your initials in this square with chalk. Other players must avoid this square in addition to the one they throw their stone on. They can take your square from you when it's their turn to choose a square however. You can step on squares that you own. Players will probably strive to make blockades out of their squares.

Part III.

Capture the Flag – Hopscotch Style

RULES

You will need:
- An even amount of players
- Chalk
- A "flag" for each player (this can be almost anything)

Setup:
1. Place flags behind each side of the grid.
2. Draw a grid between the two sides which should be at least 3 meters apart from each other. Adjust upward for size increases.
   (see diagram)
3. The line closest to a team's base is always the color of the opponent (this makes it hard to just tag someone who just received a flag.
4. Before hand decide how long or how many rounds you will play. The team with the highest score after this period is the winner.
5. Assign a team either the filled in square or the empty (white or black)

Gameplay
1. Hop to the other side, but you can only hop on your team's squares. You can hop as many squares that you can reach at once.
2. Once you have a flag you can be tagged. If tagged return to your side (sans flag) and begin again from there.
3. When you get back to your side with a flag, you score.

Iteration 1:

Good

The checkerboard was a good idea instead of randomly placed squares. That way the amount of squares is totally even and everyone's hopping paths have the same potential. The original thinking behind having it be scattered was because I didn't want people to just skip down the diagonal, but we found

hopping with both feet is better than one foot anyway and just as difficult. I realized a good theme that can be used to describe the game. I will call the game 'Battlefield'; the story revolves around soldiers who cannot step on the opponent's land because it could have land mines.

Bad

Hopping on one foot is not a good idea with the speed and strategy to consider as well. It would just be too much to concentrate on at once. In addition, playing with 2 people is not really that fun. You either both go for a flag and get it, or wait for the opponent to come to you and tag them. No real differences in the score will emerge. Also there's no point of having the line closest to the base be the opponents color because you can just reach over that row anyway which makes it obsolete. Checkered pattern across the board eases confusion as well. If the grid squares are about a foot wide, you should plan for at least 6 squares across per person to determine the width of the grid. There was not quite enough room in the hall where we played.

You have to stop after each round, because if you don't it will be hard to keep score and it'd be easier to lie about points scored with all the craziness of the game. A no blocking rule will have to be initiated; you can block a path with your body, but you cannot outstretch your arms.

New rule:

 4. You must yell out "SCORE" and the round stops. This mean only one person can score during a round.

Iteration 2:

Good

This round was even more fun. It turns out it's a pretty good form of exercise.   The two-footed hop is good, just be sure to keep feet together when hopping (like a rabbit). I introduced passing in this round. Players can pass the flag to their team members. This was fun because it allowed the players to strategize a little more.

You could make a chain or throw it. The game makes scoring enjoyable and gives much more competition than the original hopscotch. Players seem to really be getting into the game and getting emotionally involved. There's lots of laughter which is a good sign.

The idea of making the game turn-based was suggested. I will try on next iteration because sometimes there's so much going on, in this game that you forget to think about one aspect.

Bad

This game might not work with large amounts of people because they will try to shield the flags. Passing helps to eliminate this problem however. I think 4-6 players is an ideal amount. More or less players is possible, but it might not be as fun.

New rule:

5. Passing to other teammates is allowed. A dropped flag can be picked up and returned, or it can continue to the opponent's side.

Iteration 3 (tried the game turn based):
Changes: Rock paper scissors to see which team goes first. One person from that team moves first, then one person from the opposing team goes. Then the other person from the first team goes, and then the last person (adjust for team sizes).

Good

Not a whole lot. This game lacks heart and skill. I thought it would be more strategy, but it's actually less.

Bad

It's not fun. It's boring and it's easy to predict who will win. If players only move one row forward at a time, whoever went first will win. If they continue to go as far as they can, then it's based on who can jump the farthest in one turn which favors tall people. Getting tagged is too simple because you can reach across

many squares. It's not as intense and therefore rewarding as it was before. The fact that you were in a race before was part of why it was fun.

Result: Will revert back to iteration 2 which was most fun and competitive.
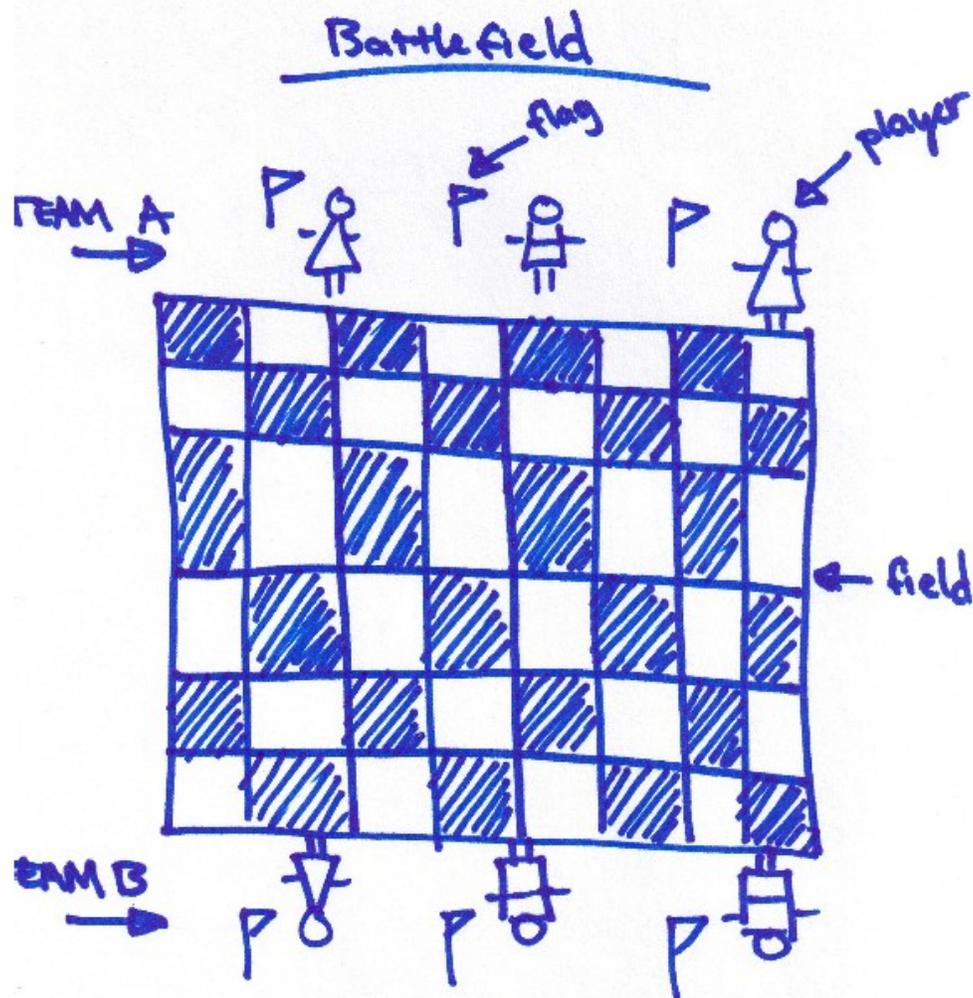Intended Audience: Children and adults alike.

Diagram 1