

MIT OpenCourseWare
<http://ocw.mit.edu>

CMS.608 / CMS.864 Game Design
Spring 2008

For information about citing these materials or our Terms of Use, visit: <http://ocw.mit.edu/terms>.

CMS.608 – 4 March 2008

Notes by Clara Rhee

- Learn and play a bunch of existing card games. (Bridge, Cribbage)
- In Cribbage, the other players' actions and choices have a different kind of impact/reaction than in Bridge
- Uncertainty vs. random
- Emergent behavior is not necessarily good