### COOPERATIVE STRATEGY GAMES 2.1 – Students Original Games

Spring 2021

| ***GAME NAME***  *(Leadership Skills Taught)* | ***Game Designers*** | ***The Situation*** |  |
| --- | --- | --- | --- |
| **TEAM BUILDING TOUCHDOWN**   * Collaboration * Strategic Planning * Accountability * Creativity * Problem-Solving   Communication | *Matthew Doherty, Michele Felker, Joshua Klepp-Egge, Nolan Bosserman, Zachary Zetlmeisl*  *(Maryland Crabs Co.)* | The Maryland Crabs football team is starting its next season in the fall in Annapolis, MD. They had challenges last season due to COVID-19. Due to the states restrictions no fans attended games which resulted in revenue being down 25% from what it normally is. The CEO of the Maryland Crabs football team, Mr. Crabcake, needs the staff to create a plan to adapt to the current environment and bring revenue back up. Mr. Crabcake knows that he needs everyone in the company to work together well as a team so that they can solve this issue. He has decided that he will create a game that will allow each team member from each department to collaborate and use their skills to solve the problem. He creates a game based on what his employees are most passionate about (Football). In the game the president has designed, you are a football team that has one goal in mind: win the national Championship. Each team member from each department will answer trivia questions related to their department. Each team member fits a position on the football team and holds part of the responsibility to get to the national championship. | A picture containing text, ocarina, pipe  Description automatically generated |
| **OFFICE PARTY!**   * Cooperation * Communication * Time Management | *Skylar Watson, Paul Upperman, Tyler Longinotti, Gabriella Petrozza, Erik Reitterer (S.T.E.P. Games Co.)* | employees are at an office party celebrating the company’s successes for the year when the party is interrupted by the news that there will be a leak of information about the company’s secrets if nothing is done about it. Players must pick their employees that each have individual strengths that will advance their team toward victory. The team can win the game by accurately responding to the individual scenarios with the appropriate actions within the allotted time period for each. If they achieve over 80 points after 15 rounds, then the PR disaster is averted. If they do not achieve over 80 points after 15rounds, then the PR disaster is revealed. If after 10 rounds they do not receive50 points, then the PR disaster is revealed. If an action is not taken within the allotted time frame, then 0 points are awarded for that round. If 0 points are awarded twice, then the PR disaster is revealed | Graphical user interface  Description automatically generated  Shape, square  Description automatically generated |
|  |  |  |  |
| **THE LAST STAND**   * Cooperation * Communication   Strategic decision making | *Reese Clarke, Abdulaziz Bawayan, Brandon Malloy, Matthew Okoro*  *(Ambitious Games, Co)* | Overview in the Last Stand, this is a cooperative action-adventure game where everyone wins, everybody loses. In this game, 4 Soldiers (Commander, Medic, Field Technician, Tactical Specialist) are sent on a black ops mission to destroy the henchmen and decoys as well as defeat the hacker in order to save the cities pipelines from being destroyed by missiles. Each country/city is at risk of disappearing, and they will need to showcase teamwork skills in order to strategically plan out important actions that can be completed in a limited amount of time. What are you waiting for, get out there and save the world |  |
| **SHIPWRECKED**   * Problem-Solving * Communication for different learning styles * Decision-making skills   Leadership strategy | *Tyler Strassberger, Emilee Sheaffer, Nicholas Lopatka, Al Quainoo, Tyler Alnutt* | You are on a pirate ship with three other members, and your ship crashes after going through a thunderstorm. The ship is a disaster, and the pieces are spread across the island, and it is your crews’ responsibility to find all the pieces! Play as the unique characters and avoid the various traps, wild animals, and diseases on the island with your crew as you collect items to reassemble the ship and escape the island together | Chart, timeline  Description automatically generated |
| **GOLDEN AGE GUARDIANS**   * Communication * Negotiation Skills * Creative Problem Solving * Strategic Planning | *Nick Hawthorne, Nolan Bolt, Andrew Galasso, Adam Schubert (Out of this World Gamification Co.)* | Graphical user interface  Description automatically generated with medium confidenceYou and your team are the members of the State City Council. State City is on the brink of a new Golden Age of Prosperity. Elected Cultural, Military, Trading, Labor, and Health Ministers preside over all managerial decisions regarding State City and over the last 100 years the Council has been successful in forging State City into one of the greatest cities on the continent. However, it has not been easy, State City is under a constant barrage of internal, external, and existential threats (sometimes all at once). You and your team have just been narrowly elected to the council following a historically contentious election cycle. Can you and your team work together to bring the Golden Age of Prosperity to State City? Or will you be overcome by plagues, invaders, revolution, and more? | A picture containing graphical user interface  Description automatically generated  Graphical user interface, website  Description automatically generated |
| **BETTER TOGETHER**  Problem-Solving | *Elizabeth Haroth, Kaitlin Wittler, Wei-Chen Chien, Margaret Murdoch* | Our game aims to give a realistic vision of how difficult decisions can be in the current workforce. Half of the landable spots are made-up scenarios that put the audience to the test. There are only a few options as solutions, but they can be challenging to choose between. There is no right or wrong answer, each answer just has its consequences for the team. To keep the game fun the other half of regular spots are trivia.  A picture containing text, airplane, aircraft  Description automatically generated | |
| **ROAD TO SUCCESS**   * Time Management * Effective Communication   Problem-Solving | *Christopher Wilson, Jeremy Nin, Paige Stiegler, Aqsa Ali* | The team’s mission is to maintain morale and friendships along the journey. They must complete challenges throughout the journey as they travel across the country to follow their dreams. They must make decisions along the way to stay on course. There will be time and morale constraint for each decision. Navigator decides where they will go, the decision maker decides if they will stay, and a driver. The objective is to make it to LA in the least amount of time and with the highest morale. They can change drivers at any time but there are consequences to the ecisionns made. | Graphical user interface, application  Description automatically generatedText  Description automatically generated with low confidence |
| **ISLAND ESCAPE**   * “Soft” Leadership Skills * Communication   Critical Thinking | *Brendan Gillan, Ciande Nderitu, Taylor Gonder, Cynthia Castro* | Island Escape is a cooperative strategy, team building game that requires teams to work together while using their strengths and skills to reach a common goal. You and three friends from high school are on the way to a vacation in the Caribbean when you all start experiencing engine trouble on your small plane. You and your friends are forced to crash-land on a desolate island and are the only survivors. You must work together to use the plane’s parts as well as anything else that has washed up on the island to build a raft and survive before a giant volcano erupts. | A picture containing text, screenshot, picture frame  Description automatically generated |
| **SAVE THE DAY**  Critical thinking skills (think outside the box” | *Austin Bognanni, Cassandra Lozada, Danielle Banks, Keonna Kenion* | Graphical user interface  Description automatically generatedIn *Save The Day!* A cat is stuck inside a burning building and must be saved before time runs out. In this cooperative strategy game, you and your team must work together to move past obstacles and traverse burning rooms in order to save the cat and leave the house safely before time runs out, and the house burns down with everybody inside | A picture containing website  Description automatically generatedText, timeline  Description automatically generated |
| **UNTOUCHABLE**   * Negotiation * Communication Skills * Dependability   Decision-Making | *Victorine Bateky, Alyson Lascola, Amy Asare, Mohammed Usman, Saron Alemseged* | An unlikely team comprising a middle-class mastermind, computer programming specialist, retired veteran, and inside security guard come together to complete the museum heist of the century. Together they must work to collect a series of valuable items with a total value of 20million dollars. To do this, they need to steal a 77-carat yellow diamond necklace, rare fossil, renaissance painting, and ancient Egyptian artifact. However, with great reward comes great risk. Security guards are spread throughout the museum, searching for any suspicious activity. The team must work together and use their special abilities and items to avoid being caught. If any member of the team is caught in a room with a security guard the team receives a strike. If the team gets to 5 strikes, they are caught by security and the game is lost. Security will also be on the lookout for missing valuable items. If security moves to a square with a missing valuable item, a strike will be added. Players will also find resources to aid them on their mission as they move to different rooms. However, they may also run into events that make the game more difficult. Will your team complete your mission fully intact? |  |

### COOPERATIVE STRATEGY GAMES 2.0 – Students Original Games

Spring 2020

| **GAME** | **DESIGNERS** | **THE STORY** |  |
| --- | --- | --- | --- |
| **Escape the Island** | ***Whiz Kids:*** Kamryn Babylon, Matt Barila, Greg Harris, Costa Pizanis, Satwinder Singh, and Sammi Smith | Escape Island is a cooperative strategy survival game where you must work together to escape the island that your team has crashed on or die trying. You were all on a plane from California to Bora Bora when suddenly the plane crashed during a terrible storm on a small remote island 20 minutes from Bora Bora. Members want to escape this deserted island to the closest Bora Bora island - which has an airport. Each survivor must work together to get food, water, wood, ore, and nails to build a boat, unlock the special lockbox, which holds a key resource that is needed to finish building the boat, and escape the island together. If every member dies trying or the team cannot build the boat with the resources given, you lose. | YouTube:  <https://www.youtube.com/watch?v=1iZp6PaMiKk> |
| **Get the Raise** | Creators: Timothy Glaser, Nayda Rosa, Priya Thomas, Norris Miller, Dylan Shank | Dear Towson Branch Employees,  Welcome to the People over Profit financial advising company that you work for. The company prides itself on teamwork, client acquisition, and building great relationships with clients and coworkers. Your team’s location is the Towson Maryland Branch. The five team members are Nadya (manager), Norris (Tech Solutions), Dylan (Analytics), Priya (Scheduling), and Tim (Consulting). The Towson Branch is under heavy scrutiny from corporate and at the risk of being dissolved putting you and your team out of a job. You and your team can not afford to be unemployed in this brutal job market. Corporate has given the Towson Branch a challenge to remain intact, it will be your team’s job to work together and Get the Raise from corporate to prove you are a vital branch to the company. In order to prove your branch’s value, your team is tasked with acquiring 100 clients before the end of the quarter all while avoiding cyber-attacks and difficult clients. There is no time to cut corners anymore it is time to buckle down and but your heads together and GET THE RAISE! | [Norris Miller MGNT Final.mp4](https://drive.google.com/a/students.towson.edu/file/d/10OyQr_S_-ueOEBSW0VXQl0OYPlsAPv3R/view?usp=drive_web) |
| [Mad Gab](http://www.youtube.com/watch?v=1ZtXu3ySAU8) | Cameron Turner, Rachel Gosselin, Jacob Trently, Riley Weller, Zach Helewicz | The year is 2020, and a pandemic has befallen everyone around the globe. The federal government of the United States has issued strict social distancing guidelines provided by the CDC to prevent furthering the spread of its effects. State Governments have begun issuing stay at home orders, putting all the citizens in a panicked state of mind. You and your family are returning home from vacation, realizing that you had depleted your groceries before having left. Grocery stores have imposed strict rules for both employees and customers to follow, to ensure they abide by the CDC guidelines. These rules that have been put in place limit the time you can spend in the store. If you do not complete your shopping in time, you are forced to leave to avoid spreading the virus. It is important to avoid other shoppers for the safety of you and your family. The goal is to obtain all items on your list and make it to the cashier as a family before your time is up. |  |
| [Space Race](https://youtu.be/IZ4BbUCj2os) | Artenis Shabiu, Jayden Johnson, Ryan Pisano, Kevin Christman, and Joey Obeid. | Space Race is a new, fun, and innovative game that teaches teamwork, effective communication, and helps build stronger relationships. In this game, you and 3 other members are tasked to escape an evil alien who wants to abduct your team to conduct experiments! It's your job to work together with you crew mates to try and avoid the alien as much as possible and make it back to your home planet safely!   Your home planet has been flourishing in all aspects of life! Unfortunately, only one thing is stopping your people from advancing even further, and that's room to grow. Your planet has been officially deemed overpopulated and you've been tasked by the supreme leader to go out and find a new planet worth inhabiting. You pick your own crew mates, each with their own special skills, and you then set off on a great expedition to find a new planet for your people! Along the way, your radar has picked up an odd sounding transmission. Your first mate explorer was able to decode it and was able to find out that the message was from a nearby alien ship, stating that they will capture everyone on your ship and conduct experiments on you all! You realize that the best thing to do in this situation is return home, but the aliens managed to override your ship for a brief moment, and had your ship release all the reserved fuel you were holding in the storage room. Now, you must get away from the alien ship with the remaining fuel you have, and also stop at nearby planets to gather fuel for your journey home. | |
| **Towson Diner Nightmare** | Charlotte Ball, Jared Solomon, Rayna Wells, Jason Neimiller, Fiza Hussain  Miguel Navarro | Four to six team players must work together to save their struggling family-owned restaurant from closing down by offering immaculate service to its customers. Of each player’s choosing on the first round, they will take on one of the following roles: a server, chef, busser, food prepper, dish washer, or a host. As each round is played, the roles will be passed counterclockwise so that the team will experience every role more than once throughout the course of the game. Players will have to work together collectively to prepare, cook, and serve up a variety of orders before their customers leave the restaurant from poor service. A new customer will “arrive” (by being drawn from the Customer deck of cards), waiting to be seated every 2 minutes.    Players will face 6 types of customers: the college student, friendly senior, food critic, wealthy businesswoman, family of 10, or the hungry man. There’s a time limit, based on the type of customer, on each order that must be met to satisfy your hungry customer and, hopefully, receive a generous tip. However, if your team cannot successfully satisfy more than 25 customers within their time limits or generate more than $1000 collectively at the end of their “shift”, the restaurant will be forced to fall into bankruptcy (lose the game). | Timeline  Description automatically generated with low confidence |
| **Weakest Link** | **Jessica Swistock, Amber Kraus, Matthew Shealy, Edwin Romero, Ernesto Coppola** | The purpose of the game is to help employees and/or teams work together in order to have a more efficient and effective workplace. While removing all the “problem people” in the office and trading different cards to get matches, the team can learn to win as a whole, instead of one member having all the glory. The objective of the game is to recognize and handle problem people; try and deal with them through prevention techniques or intervention methods, and then remove them from the meeting/office. This can serve as both an educational game, as well as a team building game. The game allows teams a chance to create their own methods and problem-solving techniques in order to see which methods work best and what different members strengths and weaknesses are. | Graphical user interface  Description automatically generated with medium confidence |

### COOPERATIVE STRATEGY GAMES 1.9 – Students Original Games

Fall 2019

