

November 16, 2009

LATIN II
PROJECT 1: INCONSTANS FORTUNA (FICKLE FORTUNA)

Introduction

Salvet'omnes! In Stage 23 we are introduced to Roman religion. The Romans were very religious in their own sense. This is to say that they were very superstitious, and aware of the vicissitudes of fate. In fact, one of their more powerful goddesses was [Fortune](#).

The Assignment

- In order to learn how to deal with fickle fortune, you are going to design a game based on the model in your workbooks (23.1).
- You will work *in insulis*;
- You will produce a game complete with game board, game pieces, and a game box.¹

Grading

- Your work will be judged according to
 - ✓ Creativity in illustrating the game board: is it just a square of cardboard, or did you attempt to use illustrations, drawings, collages or anything else to brighten it up?
 - ✓ Creativity in illustrating the game pieces: are they simply recycled game pieces from another game? Does it appear that care and effort were put into the games?
 - ✓ Creativity in illustrating the game box: a good game needs a good package – how attractive is the box? Does it say “Play me!”, or does it merely whisper it?
 - ✓ Ease of play: This one will be judged by another team.
 - ✓ Was it on time: Duh.

¹ I recommend buying an inexpensive board game, and using the box and board.

✂JMJ✂

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- The points will spell out this way:

Creativity		
	Game board	15 points
	Game pieces	15 points
	Box	15 points
Ease of play		15 points
On time		40 points
Total		100 points

- If you do further research (which you should do), be sure to include a list of works consulted.

Due Date: prid. Non. Dec. MMDCCCLXII a.u.c.