Introduction
This is an ongoing project that started as an exercise to introduce the concepts and methods of game design. The objective was to turn a just-for-fun game into a serious game. The chosen game was Noughts and Crosses (NaC).

Changing the Rules

**Original NaC**
- Very stuff and static
  - Usually played as paper and pencil game
  - Played symbols not move

**Adapted NaC**
- Flexible and loose
  - Physical game in a board and with two sets of game pieces
  - Allows the players to move the game pieces played
  - Limit the number of the game pieces (three for each player) to allow more movement

A few changes on a simple game were able to draw attention to a situation and question its players. A few changes on a simple game were able to draw attention to a situation and question its players. A few changes on a simple game were able to draw attention to a situation and question its players. A few changes on a simple game were able to draw attention to a situation and question its players.

Finding the Theme and Genre

A serious game implies a purpose besides entertainment.

This game was adapted to critique money accumulation, and the concept of wealth generates wealth. A real-life positive feedback loop.

New Rules
- The game would need to have more than one match
- Each time a player wins a match it wins a new game piece to play

In this new game, when a player wins a match, he earns a new piece; i.e., earn more wealth, that will help him “invest” and win again. The loser will keep being “poor,” and even if his condition could allow him to have some advantages (like play first, no center-piece piece restriction), they would be artificial as they do not leverage the outcome of the game. Although its rules are very simple to follow, it added a stressful layer to the first matches as they define some of those elements, while using an iterative process: define, play, test, evaluate and repeat.

The process started by choosing and classifying a well-known game in terms of its basic elements (e.g., rules, objectives, number of players) to better visualize its scope. After this, it was about to change some of those elements, while using an iterative process: define, play, test, evaluate and repeat.

Conclusion
A few changes on a simple game were able to draw attention to a situation and question its players. This is a work in progress, where the cycle of define-test-evaluate was essential to spot potential problems and evolve the gameplay.

References
