Modern Art Simulator 2022

Rules

Terminology

- Artists (2+) – The players who are drawing based on the prompt
- Critic (1) – The player who attempts to guess the prompt based on the drawing.

Setup

- Create a shared white board using this [Miro](#) template (must be on UCSC email) and have everyone get on it.
- The player whose last name comes last alphabetically is the critic first.
    - The role of "critic" then passes to the player whose last name comes second-to-last alphabetically and so on until it reaches the person whose last name comes first alphabetically.
    - Players are highly encouraged to determine the order of who will be the critic prior to starting the game.
- Everyone should have a [random *Pictionary* word generator](#) open.
- Have the critic prepare a [timer](#) for 30 seconds

Objective

- All artists must work together in an attempt for the critic to determine the prompt.

Overview

- The artists are given a word and are given a limited amount of time to draw it.
- After time has elapsed, the critic attempts to guess the original word, then the role of critic passes to the next person.
- The critic gains 1 point for every incorrect guess; the player with the fewest points wins.

Details

- Choose a random word to be drawn by artists
  - The difficulty of the generator should be set to medium
  - The word is generated by the player who was previously critic
    - For the first round, the person with the last name that comes first alphabetically is the word generator.
- All artists have 30 seconds to draw
  - Artists are allowed to communicate with each other while drawing.
  - Artists are free to choose whether to make one drawing among all of them or to create their own separate drawings.
  - The critic sets the timer
- Critic may *neither* look *or* listen while the artists are drawing
- After time has elapsed, the critic gets to look at the picture and attempts to guess what the original word was.
  - Players are encouraged to use the sticky note to hide the key word from the critic.
  - The critic has **3 Chances** to guess the word
    - At the discretion of the artists, a similar word may be considered a correct guess.
  - For each incorrect guess, the critic gains 1 point
- After the critic either guesses the word or runs out of chances, the next person becomes the critic

End Game

- The game ends once everyone has been a critic exactly once
- The player with the fewest points wins the game

Fiddly Bits

- If a player doesn't have access to a microphone, when it is their turn to be the critic, the player who generated the word is in charge of the timer as well.
- If no players have microphones, the critic would send a message in the chat of when to start and all players would be in charge of keeping their own time