

First name (color-in initial)	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	section (10, or 11)	first name initial	last name initial
Last name (color-in initial)	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z			

H18: Due Thursday 05.23 in Lecture. Total Points: 50

Games and Planning

MAY ONLY BE TURNED IN DURING Lecture ON Thursday 05.23, or offered in person, for in person grading, during instructor or TAs office hours.

See the course syllabus at <https://foo.cs.ucsb.edu/56wiki/index.php/S13:Syllabus> for more details.

(1) (10 pts) Fill in the information below. Also, fill in the A-Z header by

- coloring in the first letter of your first and last name (as it would appear in Gauchospace),
- writing **either 10,11** to indicate your **discussion section** meeting time
- writing your **first and last initial** in large capital letters.

All of this helps us to manage the avalanche of paper that results from the daily homework.

name:	
uemail address:	@uemail.ucsb.edu

The reading assignment for this homework is Chapter 11 in "Designing Games".

- Though this is about "Designing Games", most of it applies in one way or another to designing any kind of software.
- You can read the chapter from on campus at this link: bit.ly/cs56-13s-h18-uncampus link
- Or from off campus at this link: bit.ly/cs56-13s-h18-off-campus link

(2) (10 pts) The author says that "Groups of people naturally reward the overconfident over the rationally uncertain."

What does the author mean by this, and what are the implications for game (or software) development in teams?

