UNIT: Game Design. Design a Brief and a Level.

Using everything you have learned so far, it is time to have a go yourself. In a small group you are to produce a game design brief using your class notes and ideas. This will be presented in an interesting manner; Report, Powerpoint, Website, Video, Prezi etc. – Make sure you Clear with your teacher first.

REMEMBER:
- Get Attention.
- What does the player have to do? (Major challenge) (How does the player know this?)
- What does the player have to learn to do to meet the challenge (How is this presented?)
- How do you know if the player has accomplished anything?
- How does the game end?

Part A: Preparation:
List some simple game rules and mechanics (see class notes) that you like from games you play. Simplify these and work out how could you use some of these to deliver your subject material?

Part B: STORY:
Use paragraphs and sentences and dot points where necessary:

1. Create a Game Story.
   a. Make sure that this tells me WHY I WANT TO PLAY
   b. Make sure you identify the MAIN CHARACTER (player) and MAIN VILLAIN (or obstacle if there is no villain)
   c. Keep in mind that this can be backstory.
   d. How does the subject area fit into this.

2. Flesh out the MAIN CHARACTER
   a. Who are they
   b. Why are they involved
   c. What can they do in the game
   d. Draw / Find a picture of the hero
   e. Why do I care about them?

3. Flesh out the MAIN VILLAIN / Obstacle / Challenge
   a. Who are they
   b. Why are they involved
   c. What can they do in the game
   d. Draw find a picture of the villain
   e. Do they have to be bad / evil?

4. Develop a twist
   a. Don’t just copy other game ideas, twist them bend them and make something new and interesting.

Part C LEVEL Pick an area / level / stage of the your game.

1. Write a short description of the main missions and objectives in your area.
   a. The mission and objectives should be tied to your subject area.
   b. Who are the main HEROES (at least your main character), who are the major villains
   c. What powers / abilities do they have?

2. If needed draw a map of the area
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1. Design a Level
2. Make a list of all the objects in the area (NOUNS) – Good place for subject material.
3. Mark anything special
   i. Enemy
   ii. Powerups
4. Add to this list all the actions (VERBS) – These become part of your game rules

   EG:

<table>
<thead>
<tr>
<th>OBJECTS</th>
<th>ACTIONS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Locker</td>
<td>open / close / store</td>
</tr>
<tr>
<td>Bunsen Burner</td>
<td>Light / put out</td>
</tr>
<tr>
<td>Sandwich</td>
<td>Eat (Powerup)</td>
</tr>
</tbody>
</table>

5. Are there any special features (Side missions, bosses, connections to other areas)
   a. Power ups / Puzzles / Timers
6. How does your area fit into the overall game?
7. What sort of ART / AUDIO do you need
8. How long would you take to complete your level?
9. Is there any reason to re-play / come back to your level?
10. Who is your target audience, how would you sell it to them?

HINTS / IDEAS
What makes games fun?
   • Objectives – WHAT YOU NEED TO DO
   • Scoring – How do I measure success
   • Challenges – What is stopping me from completing the game

What makes an educational Game?
   • What material is covers
   • How do you know that learning has occurred.

An object is what a player can see – usually a noun
   Rocks, walls, trees, books, bags, nerf guns, nails, sandwich,

An action is what a player can do – jump, spin, look, run, dance, pick up, open, crouch

NOUNS AND VERBS combine to make a table of what a player can do with objects:

Think in terms of what you can do.
   • I can UNLOCK a LOCKER and PUT STUFF into it to store it.
   • I can DRINK an ENERGY DRINK
   • I can SHOOT a NERF GUN
   • I can JUMP on a SPRING
   • I can SPIN around ALIENS

Examples of TIMERS and Powerups
   • make you do things quicker for a short period of time
   • Stat boosts that last for 10secs
   • Can only hit bosses after gaining a buff
   • Room will explode in 20 secs.

Examples of Puzzles
   • Obstacles that prevent you from doing something.
   • You must collect the 3 coloured passes and present them in the correct order.
   • You must combine the correct ingredients to make the powerup potion
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- You have to find the secret door to bypass a boss