



Check-In:

What is the most recent game you've played?

Designing Your Game

So far you've learned about the history of games, the game design process, how to make game art, how to use Flowlab to create games, and you've been placed in your game design teams.

Now the FUN begins! Together you get to consider what kind of game you want to create.



Things

You should think
about

Environment

Where will your game take place? In the forest? In a city? Underwater? In space? Figuring out the **Game Environment** first will help you determine other game art and elements you need.

Consider your favorite game. Where does the action take place?



Students, write your response!

Characters

Once you know WHERE your game is set it's easy to think about **characters** (or sprites, in game lingo) that might make sense in that environment.

What kinds of characters exist in space? In a jungle? At the beach?



Students, write your response!

Objective

After you have a place, a player sprite, consider what it is the player wants to achieve in this environment. What are they trying to DO? The thing they are trying to do is their **OBJECTIVE**.

Consider a game like Mario Kart. What are the players trying to achieve in that game?



Students, write your response!

RESOURCES

Resources are those things that are either collectible (like coins or gems) or a player's properties like lives or health. **RESOURCES** in our games will be tied to the score. Losing resources reduces the score or restarts the game, gaining resources adds to the score or provides a powerup, such as an extra life.

What are some common resources in the games you play?



Students, write your response!

Obstacles & Enemies

Now that you know the environment your game is in, and who the player characters are, and what your player character is trying to achieve, it's time to consider what **obstacles or enemies** might try to stop the player from reaching his/her/their objective.

Obstacles are things or challenges a player has to overcome, such as spikes to avoid. Enemies are similar, but often are characters that want to stop the player from achieving his/her/their objective.

What are some **OBSTACLES** & **ENEMIES** for Pac-Man?



Students, write your response!



Group Brainstorm

What kind of game will you
make?





Game Ideas

Consider the following elements you will be required to include:

Environment, player sprite, resources, enemy sprite obstacles, media (sound effects, art assets)

Who is the player sprite?

This is the sprite the player controls and moves around using the controls you define. Is it a dog, cat, mailman, astronaut, bird, etc.?

Who is/are the enemy sprite(s)?

Enemies are trying to prevent the player from reaching their goals. What are they doing to prevent the player from winning?

What resources are they collecting?

What is the player looking for? How will getting this help the player to win? What adds to the score? What takes away from the score or restarts the game?

What sounds are needed?

Anytime a resource is collected, when a player dies, when something collides, sounds are needed. Record things that will happen that will require sound effects.



Generate ideas as a team!

**Make a copy of this form and
complete as a group.**