



# Game Design

## Booklet



Name(s): \_\_\_\_\_

Teacher's Name: \_\_\_\_\_

Complete this booklet as you work through creating your game. You can always change and modify your ideas.

## **Game Design Ideas:**

Brainstorm some ideas for games or stories. Remember that your game or story should teach the player something. Keep your ideas simple-you can always add more later. Try to think of three different ideas.


# Game Planning:

Video game characters usually have a backstory-even if you don't need it to play the game. For example, Mario was delivered by stork around the same time as Luigi (twins?). Mario took an early interest in plumbing and was a bit of a trickster when he was young. He is good at sports and has a thirst for adventure.



## Now it's your turn!

Who are the characters in your game or story?

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Pick your main character and tell us a little bit more about them. Where do they come from? What was their life like before beginning the game?

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What is the setting?



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What will the characters do?

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Who is the target audience?

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What will the player have to do to play the game?

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What will make the game awesome?

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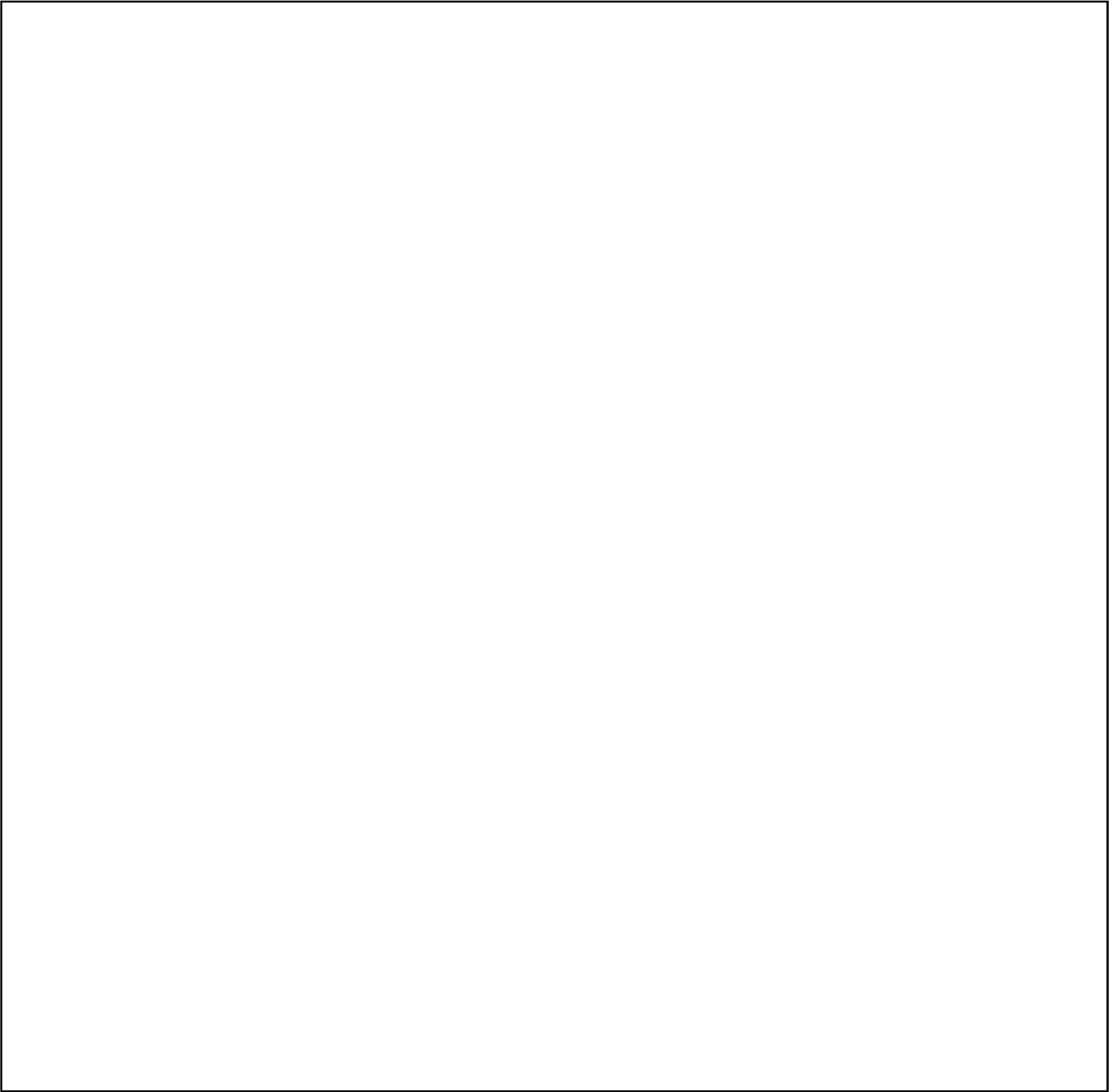
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What obstacles will the player have to face and overcome?

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What facts or knowledge would you like the players to learn while playing the game? You can make a mind map or list them here:



Based on the game type chosen by your team, how will the player learn the curriculum content you want them to learn, while playing the game (will you ask questions, characters speak the information or another way)?

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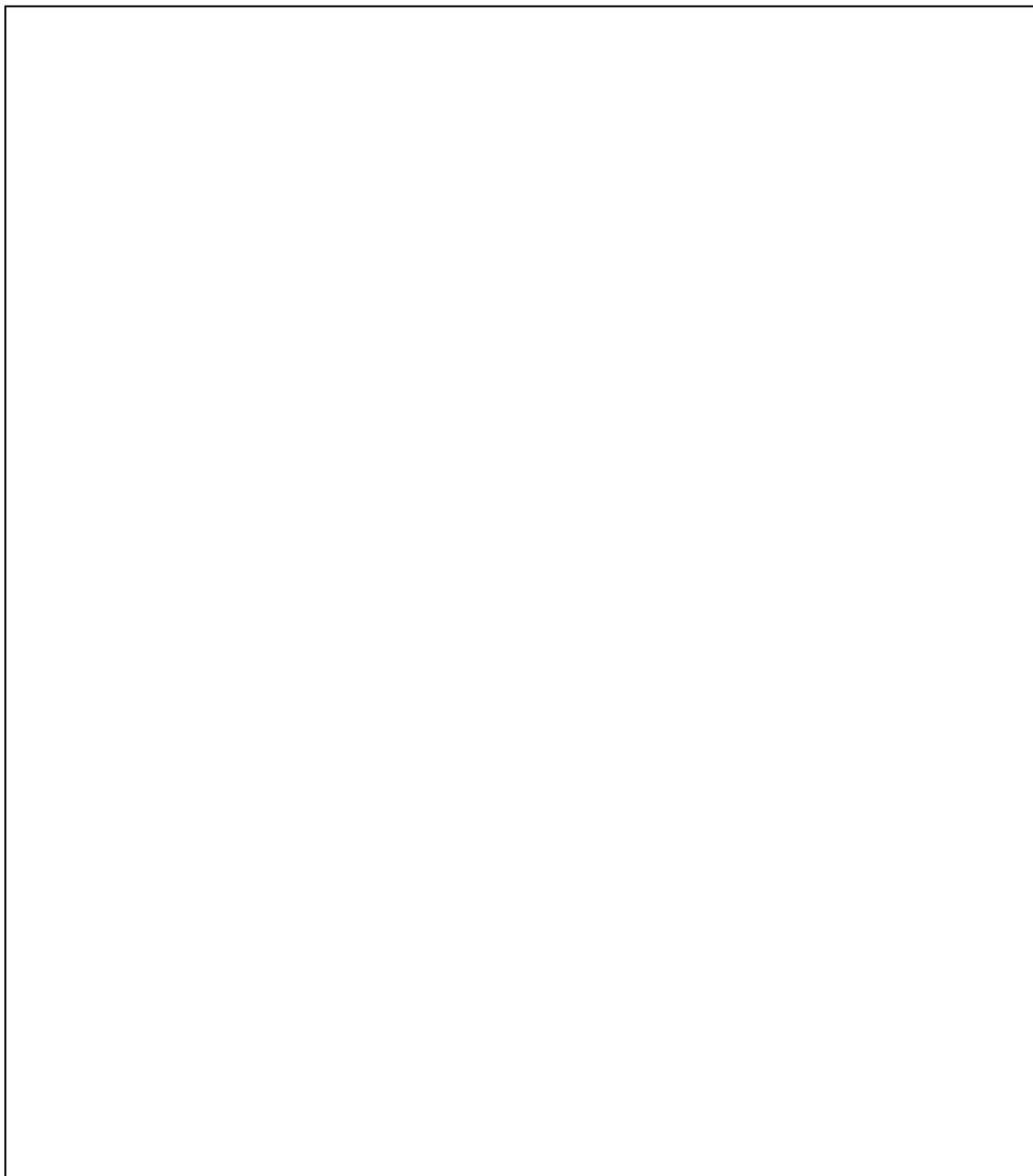
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## **Game Box Design:**

Design the box for your game in the space below or on a separate sheet of paper. It should give the buyer an idea of what the game is about and should draw them in and make them want to buy it. Think about a logo for your game and fun bright designs.

A large, empty rectangular box with a thin black border, intended for drawing a game box design. The box is currently blank and occupies most of the lower half of the page.

## Tri Fold Board:

For the Code Quest Arcade, you will need to have a backboard to show your project off. On your backboard you should have:

- Title of your game and your logo
- Instructions for how to play your game
- What your players should learn from your game or what did you learn by creating it?
- A picture of the box
- The names of your team members
- Use drawings and pictures to draw in your audience

Here is an example of how you could create it:

<p><b>What players should learn or what you learned</b></p>	<p><b>Title and Logo</b></p> <p><b>Picture of the box</b></p>	<p><b>Instructions for how to play your game</b></p> <p><b>Team Members</b></p>
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\*Thanks to the Learning Partnership for ideas for the Game Design booklet.