**Week 1 Game Design Basics** | **Lesson** 1.3 Enrich (60 min)

*Continue discussion about Game Design (OPTIONAL Activity for an additional 60 min).*

Links to Resources | [Overview - GBC Week 1](http://localhost/) | [Slideshow](https://docs.google.com/presentation/d/1b5aAymOQ8DAZNbSXXy3afQr7KG1d_EBhxoyPXRNzioY/edit?usp=sharing)

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| **Enrich:** Game Design | |
| 15 min | **What is Game Design? :** Ask students to discuss what do they think Game Design is. Take a popular game as an example and try answering the following questions:   * What’s this game about? * How do I play? * How do I win? * Why do I want to play? * What things do I need to do? |

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| 10 min | **Summarize** students’ discussions and thoughts on Game Design :   * The game is all about the player. For a game to be good, above all else player desires what matters. It is not enough to tell the player what to do or where to go; they need to want to do it. * Game design is about creating an opportunity for players to make meaningful decisions that affect the outcome of the game. Player needs to know that the choices that they make metter. Examples:   + Pressing a button at the right time SmashBros, Guitar Hero, etc   + Points allocation during character creation in RPG games   + Choosing which piece to move in Chess   + Aiming and firing your weapon, or choosing a weapon to use in FPS |
| 15 | **The Game Core.** Ask students’ to discuss what kind of games there are at its core. Give the first few examples:   * **Territory Acquisition**: Games in which to win, we need to capture or hold territory. For example strategy games Risk * **Prediction**: In some games, we would need to guess what to do to ween, for example, the game of Rock-Paper-Scissors * **Spatial reasoning**: Puzzle game like Tic-Tack-Toe, Connect Four require to place a piece in a specific place on the grid to win. |
| 10 | **Summarize** students’ discussions and thoughts on Game Core:   * **Survival**: “There could be only one,” make sure you are the last man alive. Fortnite or any Battle Royal style game would fit this description * **Destruction**: The core of the game to destroy, wreck, raze, and pillage * **Building**: As it says, build your civilization, castle or farm * **Collection**: The goal is to collect them all, yes Pokemon will be a great example * **Chasing or evading**: You need to run from or chase someone to win. Pac-Man is a good example * **Trading**: did you ever wanted to create your own merchant empire? Or you prefer to trade cards collecting the ultimate deck? Than trading, the core is for you. * **Race to the End**: Yes, all the racing games fit that description, be the first. Mario Cart |