Synopsis 1,2,3- Class Activity

You should have an idea of a simple “game mechanic” that you like by now. (Eg. Fun fast paced platformer games). However, there is more than one way to make any game!

Take the fun fast paced platformer idea- this could be Mario world with a plumber who avoids turtles and jumps down tubes to alternate realities or Sonic who is a high speed hedgehog who collect rings and defeats bosses at the end of the level.

Both those sentences were examples of a really short and simple game **synopsis** or summary.

Notice that they are starting to get more specific? A good synopsis includes:

* Theme - what the genre and game style
* Character - who do we play this game as?
* Objective - what is the main goal or goals of the game?
* Challenge - what stops us achieving the goal(s) or makes it difficult to achieve?
* Setting - where is it set and what might it look like?

Your task is to brainstorm a few ideas for you main “game mechanic” and then write down **3 different synopsis** for potential games that could achieve the goal.

| **My Simple Game Mechanic** |  |
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| **Synopsis 1** |  |
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| **Synopsis 2** |  |
| **Synopsis 3** |  |

In the second part of the challenge, try to “sell” the idea to someone else in the class and use that feedback to pick your best idea- Consider their feedback plus:

* Resources - your expertise, your team, the software, the time you have to develop it.
* Scope - is the idea do-able with your available resources?
* Purpose - What will this game idea achieve? Will it implement the game mechanic well?

# Conclusion:

What idea is top for now and why?

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Feedback that led me to this conclusion

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