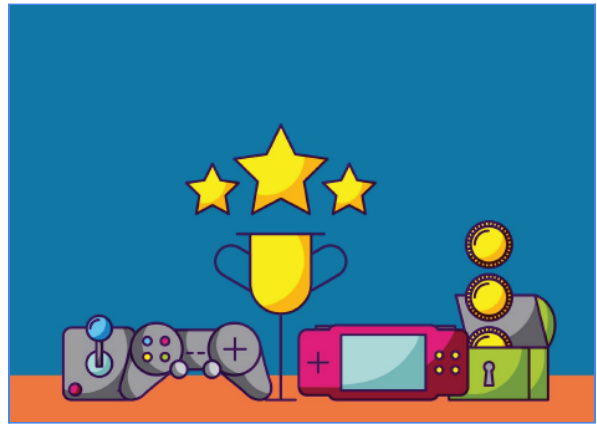


ELEMENTS OF GAME DESIGN



What is our GOAL for this MODULE?

In this class, we learned how to deconstruct games into important game design elements.

What did we ACHIEVE in the class TODAY?

- Deconstructed the multiplayer car racing game.
- Learned about the various game elements.

Which CONCEPTS / CODING BLOCKS did we cover today?

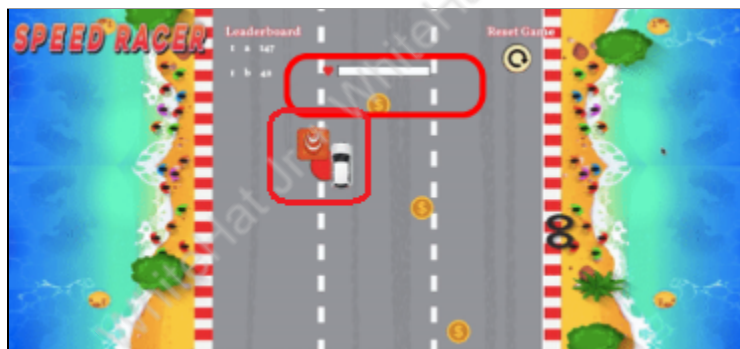
- Deconstruction of a game.
- Game Elements.

How did we DO the activities?

1. Identify the important elements of the multiplayer car racing game that was created in the previous classes.
2. Break down (deconstructing) the game into its different components, such as:
 - Characters (PC and NPC)
 - Story
 - Goals
 - Rules
 - Balance
 - Adaptivity
 - Chance vs Skill
 - Feedback
3. A character is either a Playing Character (PC) controlled by a player or Non-Playing Character(NPC).
 - PCs are controlled by the player in the game.
 - NPCs are controlled by computers.
 - Thus, in this car-racing game, PCs are cars and NPC are Fuel tanks, Power coins, and Obstacles.
4. The player has a clearly defined goal.
 - The player has to control the cars to reach the finish line, saving it from obstacles and the other car.
5. Every game also has rules.
 - Player's life is reduced when cars collide anywhere.
 - Fuel reduces when cars are moving.
 - Fuel increases when cars overlap the fuel tanks.
 - The score increases with collecting power coins.
 - The game can be played only when 2 players join.
 - The game ends when the player runs out of fuel or lives.
6. Rules should be balanced; not too difficult, not so easy.
 - Fuel is reduced while moving the car, but it can be increased by getting a fuel tank.



7. A good game is also adaptive - normally their difficulty level keeps increasing as the player plays the game.
- Collisions between both cars and also with obstacles make our game adaptive.



8. Good gameplay has some elements of chance and some elements of skill involved.
- The appearance of fuel tanks, obstacles, and other player's cars are completely random. So whether the fuel is increased or collision happens has elements of chance involved.
 - The skill of the player is in quickly maneuvering their car away from the other player's car and obstacles and grab all the fuel tanks on the way.
9. Another very good characteristic of games is that they give immediate feedback to the player on how they are doing.
- The player gets a score depending on the power coin they collect.
 - The player gets a rank on crossing the finish line.
 - The player loses life on collision.

- The player loses life when fuel is over.
- Life bar and Fuel bar are also feedback.

What's next?

In the next class, you will be learning about Game Story and Mechanics

EXTEND YOUR KNOWLEDGE:

Apply your knowledge of game elements to find various elements covered in the game Pirate Invasion.

<https://whitehatjr.github.io/PiratesInvasionStage-6/>