



2024 Edition

SCOUTMASTER BUCKY

Game Design Merit Badge

SCOUTS PARTICIPATING IN A SCOUTMASTER BUCKY MERIT BADGE OPPORTUNITY (ONLINE OR IN PERSON), PLEASE CONSIDER ALSO USING THE GAME DESIGN MERIT BADGE CLASS PREPARATION PAGE FOR CLARIFICATIONS, INSIGHTS, AND EXPECTATIONS.

<https://scoutmasterbucky.com/merit-badges/game-design/game-design-cpp.pdf>

GAME DESIGN MERIT BADGE WORKBOOK

REQUIREMENT 1a: Analyze four games you have played, each from a different medium. Identify the medium, player format, objectives, rules, resources, and theme (if relevant). Discuss with your counselor the play experience, what you enjoy in each game, and what you dislike. Make a chart to compare and contrast the games.

Game:				
Medium:				
Player Format:				
Objectives:				
Rules:				



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Resources:				
Theme:				
Play Experience:				
Likes:				
Dislikes:				



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REQUIREMENT 1b: Describe five different reasons that people play games. For each, give an example of a game that fits that reason.

Here are just a few example for ideas why people play games:

Relaxation – Exercise – Stimulation – Fun – Exciting – Challenge – Social Interaction – Escape – Boredom – Creativity – Weapons – Anger Release – Teaching Others – Less Lonely – Friendships – Increase Memory – Problem Solving Skills – Decision Making Skills – Curiosity – Novelty – Competency / Mastery – Exploration – Risk-Taking – Safe Place to Fail – Competition – Income – Design-Build – Measurable Progress – Teamwork – Awareness – Logic – Harmony – Taboo Actions – Role Playing

WHY PEOPLE PLAY GAMES – REASON #1

Reason 1:

Example of a game:

WHY PEOPLE PLAY GAMES – REASON #2

Reason 2:

Example of a game:

WHY PEOPLE PLAY GAMES – REASON #3

Reason 3:

Example of a game:

WHY PEOPLE PLAY GAMES – REASON #4

Reason 4:

Example of a game:

WHY PEOPLE PLAY GAMES – REASON #5

Reason 5:

Example of a game:



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REQUIREMENT 2:

Discuss with your counselor five of the following 17 game design terms. For each term that you pick, describe how it relates to a specific game.

Thematic game elements: *story, setting, characters*

Gameplay elements: *play sequence, level design, interface design*

Game analysis: *difficulty, balance, depth, pace, replay value, age appropriateness*

Related terms: *single player vs. multiplayer, cooperative vs. competitive, turn based vs. real-time, strategy vs. reflex vs. chance, abstract vs. thematic.*

STORY

Definition:

Example of a game:

SETTING

Definition:

Example of a game:

CHARACTERS

Definition:

Example of a game:

PLAY SEQUENCE

Definition:

Example of a game:

LEVEL DESIGN

Definition:

Example of a game:



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INTERFACE DESIGN

Definition:

Example of a game:

DIFFICULTY

Definition:

Example of a game:

BALANCE

Definition:

Example of a game:

DEPTH

Definition:

Example of a game:

PACE

Definition:

Example of a game:

REPLAY VALUE

Definition:

Example of a game:



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AGE APPROPRIATENESS

Definition:

Example of a game:

SINGLE PLAYER vs MULTIPLAYER

Definition:

Example of a game:

COOPERATIVE vs COMPETITIVE

Definition:

Example of a game:

TURN BASED vs REAL-TIME

Definition:

Example of a game:

STRATEGY vs REFLEX vs CHANCE

Definition:

Example of a game:

ABSTRACT vs THEMATIC

Definition:

Example of a game:



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REQUIREMENT 3: Define the term intellectual property.



Define Intellectual Property:

REQUIREMENT 3: Describe the types of intellectual property associated with the game design industry.

Notes:



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REQUIREMENT 3: Describe how intellectual property is protected.

Notes:

REQUIREMENT 3: Describe why intellectual property protection is necessary.

Notes:

REQUIREMENT 3: Define licensed property.

Notes:

REQUIREMENT 3: Give an example of a licensed property.

Notes:



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REQUIREMENT 4a: Pick a game where the players can change the rules or objectives (examples: basketball, hearts, chess, kickball).

Selected Game:

REQUIREMENT 4b: Propose changes to several rules or objectives. Predict how each change will affect gameplay.

Proposed Rule Change #1:

Predicted Affect(s):

Proposed Rule Change #2:

Predicted Affect(s):

Proposed Rule Change #3:

Predicted Affect(s):

Proposed Rule Change #4:

Predicted Affect(s):



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REQUIREMENT 4c: Play the game with one rule or objective change, observing how the players' actions and emotional experiences are affected by the rule change. Repeat this process with two other changes.

RULE CHANGE

Selected Change #1:

PLAY THE GAME WITH THIS SELECTED RULE CHANGE

Notes after one rule change:

RULE CHANGE

Selected Change #2:

PLAY THE GAME AGAIN WITH THIS SELECTED RULE CHANGE

Notes after second rule change:



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RULE CHANGE

Selected Change #3:

PLAY THE GAME AGAIN WITH THIS SELECTED RULE CHANGE

Notes after second rule change:

REQUIREMENT 4d: Explain to your counselor how the changes affected the actions and experience of the players. Discuss the accuracy of your predictions.

Notes:



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REQUIREMENT 5: Design a new game. Any game medium or combination of mediums is acceptable. Record your work in a game design notebook.

Scout's should obtain or make their own Game Design Notebook or use the Scoutmaster Bucky Game Design Notebook.

The Scoutmaster Bucky Game Design Notebook can be found at www.ScoutmasterBucky.com or [by clicking here](#).

REQUIREMENT 5a: Write a vision statement for your game. Identify the medium, player format, objectives, and theme of the game. If suitable, describe the setting, story, and characters.

This requirement should be documented in your Game Design Notebook.

Don't forget to bring your Game Design Notebook when meeting with your counselor.

REQUIREMENT 5b: Describe the reason that someone would want to play your game.

This requirement should be documented in your Game Design Notebook.

Don't forget to bring your Game Design Notebook when meeting with your counselor.

REQUIREMENT 5c: Make a preliminary list of the rules of the game. Define the resources.

This requirement should be documented in your Game Design Notebook.

Don't forget to bring your Game Design Notebook when meeting with your counselor.

REQUIREMENT 5d: Draw the game elements.

This requirement should be documented in your Game Design Notebook.

Don't forget to bring your Game Design Notebook when meeting with your counselor.

REQUIREMENT 6: You must have your merit badge counselor's approval of your concept before you begin creating the prototype.

ATTENTION

COUNSELOR APPROVAL: THIS REQUIREMENT *CLEARLY* STATES THAT YOU NEED COUNSELOR APPROVAL BEFORE BEGINNING WORK ON THE REQUIREMENT. ANY WORK DONE AHEAD OF TIME WILL ONLY BE ACCEPTED AT THE DISCRETION AND SATISFACTION OF THE MERIT BADGE COUNSELOR.

Counselor's Name

Phone

Counselor's Signature

Date



approved



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REQUIREMENT 6a: Prototype your game from requirement 5. If applicable, demonstrate to your counselor that you have addressed player safety through the rules and equipment. Record your work in your game design notebook.

This requirement should be documented in your Game Design Notebook.

Don't forget to bring your Game Design Notebook when meeting with your counselor.

REQUIREMENT 6b: Test your prototype with as many other people as you need to meet the player format. Compare the play experience to your descriptions from requirement 5b. Correct unclear rules, holes in the rules, dead ends, and obvious rule exploits. Change at least one rule, mechanic, or objective from your first version of the game, and describe why you are making the change. Play the game again. Record in your game design notebook whether or not your change had the expected effect.

PLAY THE GAME

This requirement should be documented in your Game Design Notebook.

Don't forget to bring your Game Design Notebook when meeting with your counselor.

REQUIREMENT 6c: Repeat 6b at least two more times and record the results in your game design notebook.

PLAY THE GAME

This requirement should be documented in your Game Design Notebook.

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REQUIREMENT 7a: Write an instruction sheet that includes all of the information needed to play the game. Clearly describe how to set up the game, play the game, and end the game. List the game objectives.

Choose your own or consider the following template for completing this requirement

Game Name:

Ages and Number of Players:

Game Objective: Tell how the game “works,” including ultimate objective.

Game Contents: List ALL components and indicate if it’s a deck of cards or a sheet of cards to be punched out; a free-standing game board or a game board to be punched out, a bag of tokens or a sheet of tokens to be punched out, etc....

Game Assembly: How do you assemble the game for the first time?

- Is assembly required? If yes, what?
- Are drawings required? If yes, of what parts?
- Batteries? If yes, size, number and where do they go? Back? Bottom?

Game Setup: How do you set up the game for each playing?

Game Play:

- Which player goes first? How is that determined?
- Does play pass to the left? If not, what is turn order?
- Define terms (if necessary)
- Turn Sequence: On a player’s turn, what is the sequence of actions?
 - 1.
 - 2.
 - 3.
 - etc....
- Special conditions: Example: What if you land on another player?
- Board Spaces: What happens on special spaces?
- Special Cards: What do they do?

Winning:

- How is the winner determined? Do you have to win by exact count?
- What if there’s a tie?

Gameplay Variations:

- For a harder game
- For 2 players (or any number other than 4)

Troubleshooting and/or strategy tips

Re-storage Considerations: if any

Lost parts: Can replacement parts be purchased? Provide address or website



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Game Instruction Sheet



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REQUIREMENT 7b: Share your prototype from requirement 6 with a group of players that has not played it or witnessed a previous playtest. Provide them with your instruction sheet(s) and any physical components. Watch them play the game, but do not provide them with instruction. Record their feedback in your game design notebook.

Notes:

REQUIREMENT 7c: Share your game design notebook with your counselor. Discuss the player reactions to your project and what you learned about the game design process.

This requirement must be reviewed with your merit badge counselor.

Notes:

REQUIREMENT 7c: Based on your testing, determine what you like most about your game and suggest one or more changes.

Notes:



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DO ONE OF THE FOLLOWING (8A or 8B) FOR REQUIREMENT 8

REQUIREMENT 8a: With your parent or guardian's permission and your counselor's approval, visit with a professional in the game development industry and ask them about their job and how it fits into the overall development process.

Parent or Guardian's Name

Phone

Parent or Guardian's Signature

Date

☐

approved

Counselor's Name

Phone

Counselor's Signature

Date

☐

approved

Name:

Date and Location:

Profession / Company:

Notes:



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REQUIREMENT 8b: Alternately, meet with a professional in game development education and discuss the skills they emphasize in the classroom.

Name:

Date and Location:

Profession / Company:

Notes:

