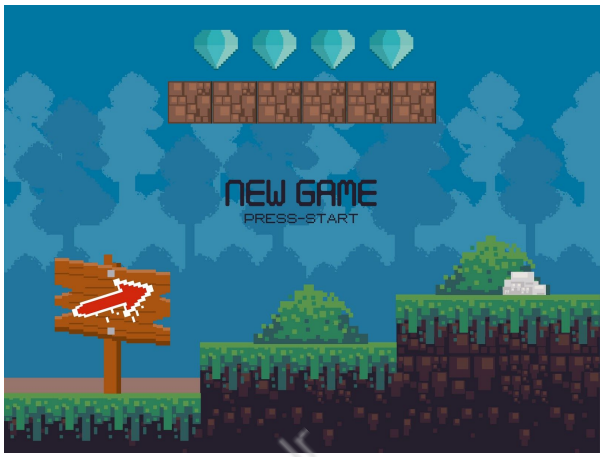
# GAME STORY AND MECHANICS




## What is our GOAL for this MODULE?

We used our knowledge of JavaScript to create a game using game design.

## What did we ACHIEVE in the class TODAY?

- Learned how to deconstruct games into important game design elements.
- Learned to build a story behind the games you designed.

## Which CONCEPTS/CODING BLOCKS did we cover today?

- Game mechanics.

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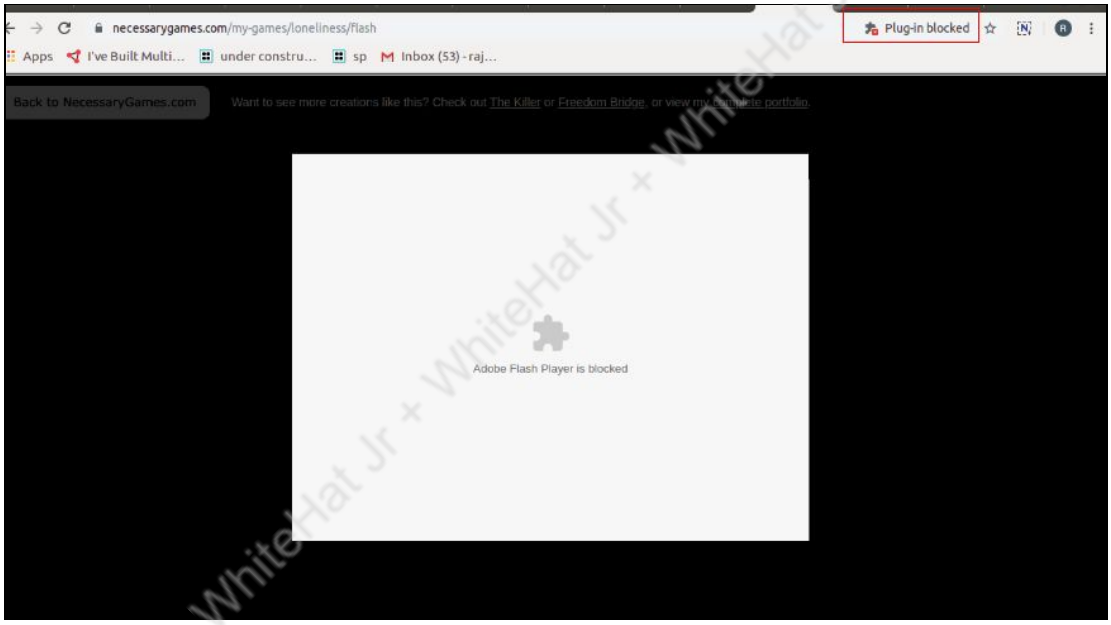
## How did we DO the activities?

1. Review the different concepts by writing code in the JS console.

2. Learn about deconstructing the game into its different components.

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.

4. Enable Flash on your computer for playing the loneliness game.
    - Disable the blocked content from the web page.

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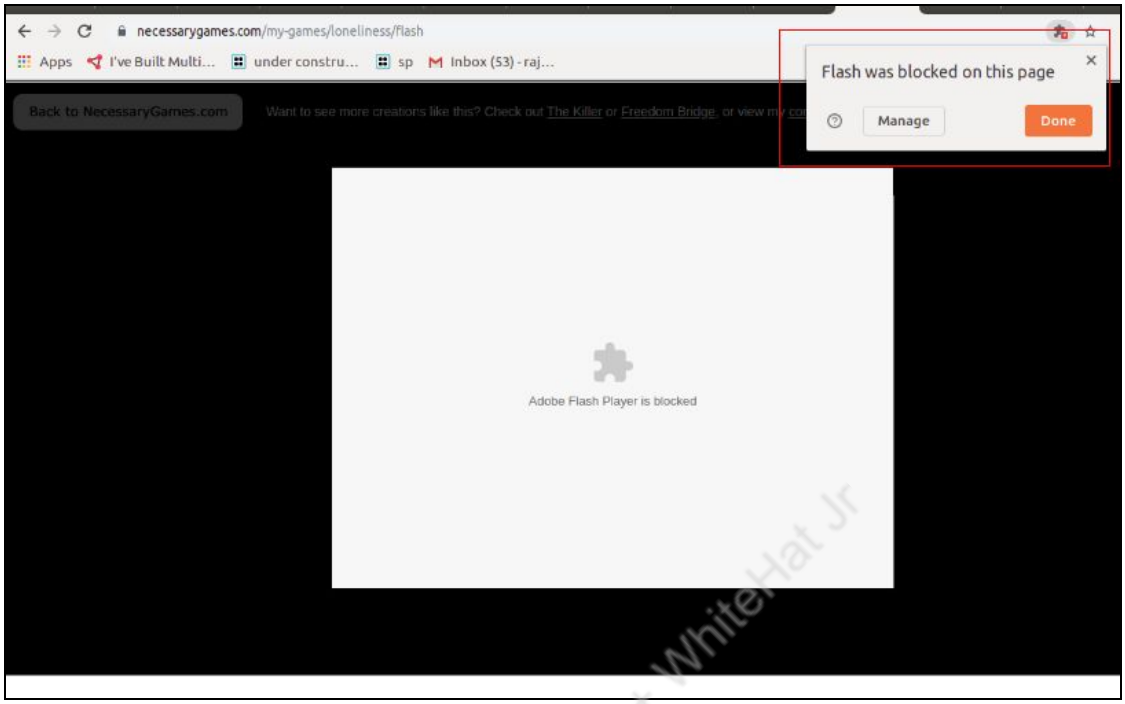


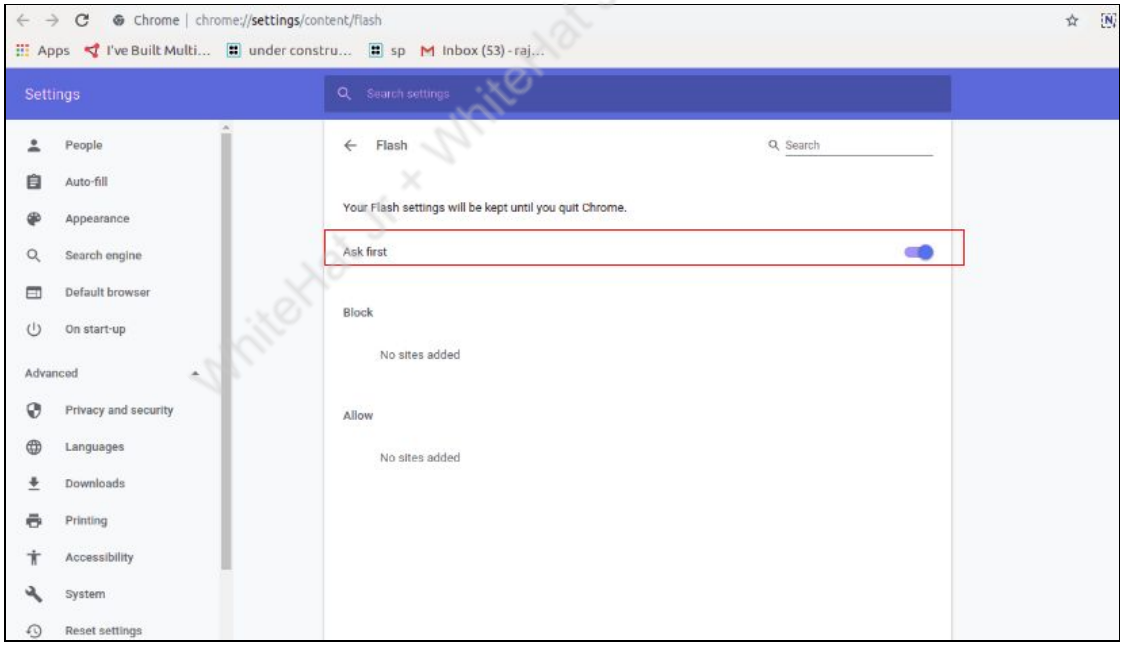


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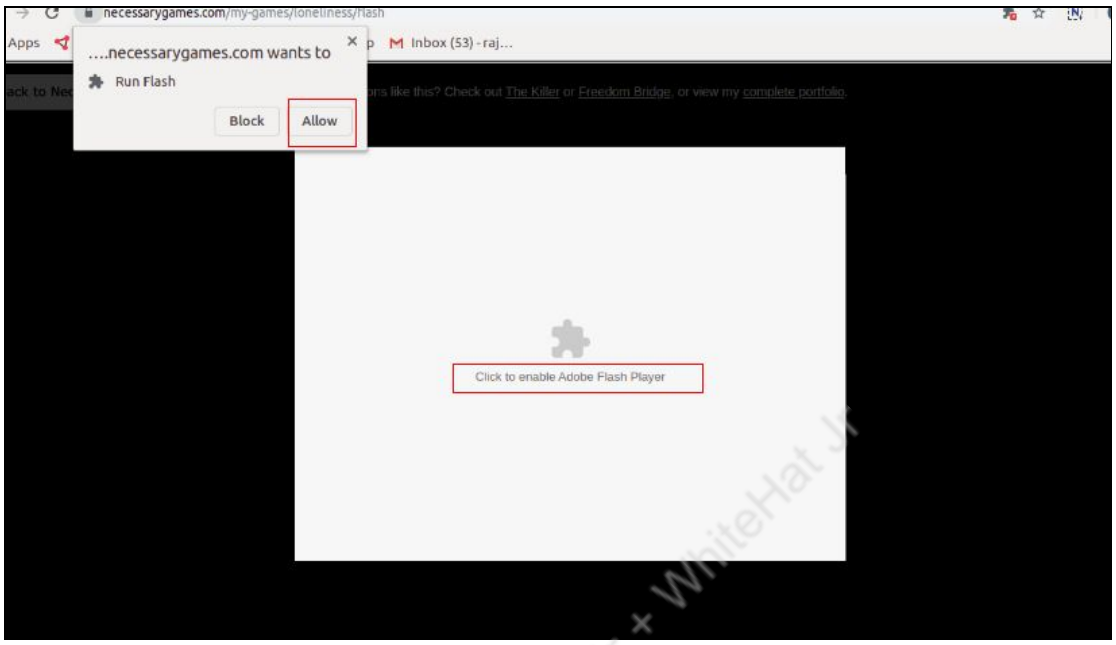
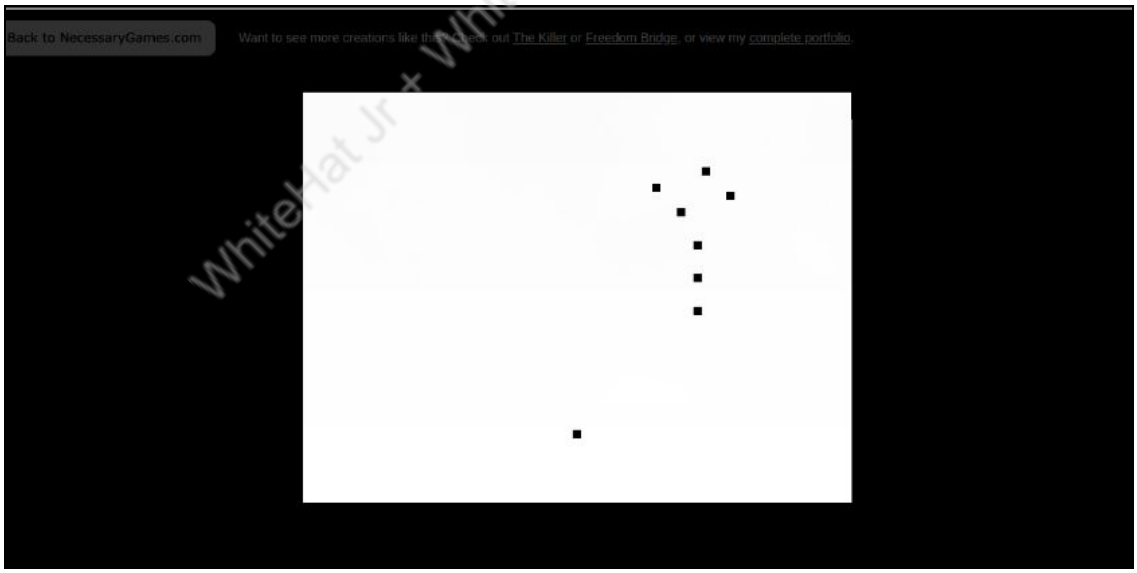
- Allow the flash plugin to install in the system.




- Now try opening the loneliness game.




5. The story is about a lone square dot that is seeking other dots for the company.

6. The goal is to seek other square dots. There are no scores here, however, the player can see the movement of the dots when the arrow keys are pressed. This is the visual feedback in the game.

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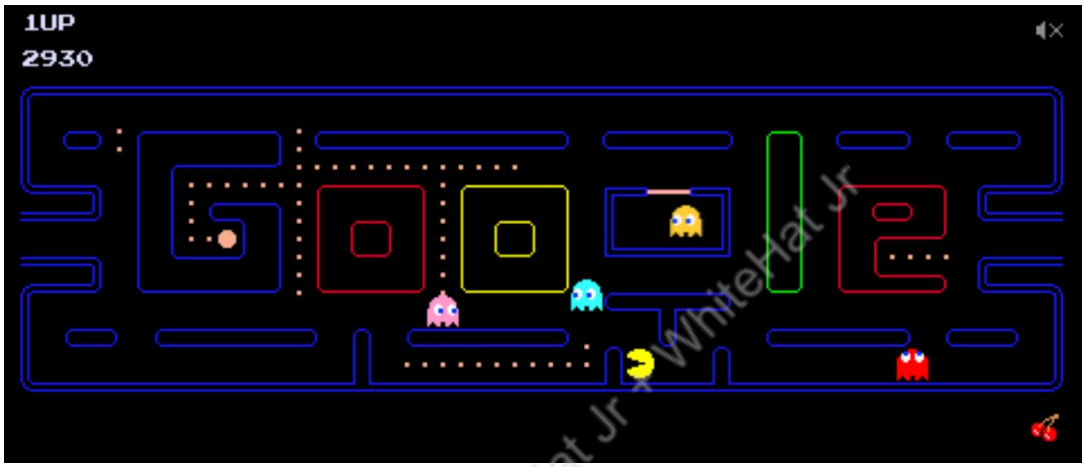
7. The rule of the game is that the player presses arrow keys to move the lone square dot.

8. Also, study about game adaptiveness - to increase the difficulty level as the player plays the game. The Pac-Man game gets harder to eat the dots as the game progresses because there are lesser dots and they are spread across.




## What's NEXT?

In the next class, you will be learning about app development.

## EXTEND YOUR KNOWLEDGE:

1. Learn more about JavaScript here.

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