

WELCOME!

**What is your favorite
video game and why?**





THE SCOUT LAW

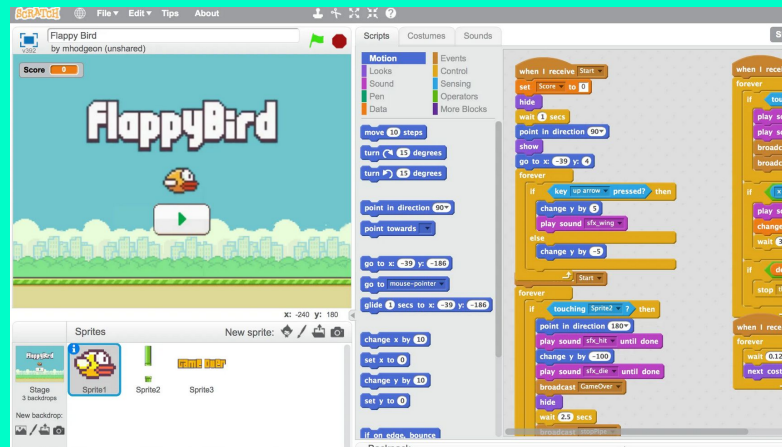


A Scout is
trustworthy,
loyal,
helpful,
friendly,
courteous,
kind,
obedient,
cheerful,
thrifty,
brave,
clean,
and reverent.



Prepared. For Life.

GAME DESIGN



FOUR ELEMENTS OF A GAME - STORY OR NARRATIVE

What is your game about?

Who are your characters?

What does the scenery look like?

How does story affect the way the game is played?



FOUR ELEMENTS OF A GAME - GOALS AND MECHANICS

How do players win or advance in the game?

How many players?
e.g. single, 2-4, teams

How do players move or interact within the game?

Are there any restrictions?



FOUR ELEMENTS OF A GAME - AESTHETICS (LOOK/FEEL)

What kind of scenery/location should the game include?

What kind of graphics/color scheme should your game use?

What changes can you make to improve how users see, feel, or hear the game?



FOUR ELEMENTS OF A GAME - MEDIUM/TECHNOLOGY

What is the format of your game?

e.g. video game, board game

What materials or equipment do you need to make the game?

Can you custom build game materials/assets?



INTERNET SAFETY RULES

1. I will tell my trusted adult if anything makes me feel sad, scared, confused, or uncomfortable.
2. I will ask my trusted adult before posting photos or sharing information like my name, address, current locations, or phone number.
3. I won't meet face-to-face with anyone I meet in the digital world.
4. I will respect the online property of others.
5. I will always use good "netiquette" and not be rude or mean online.



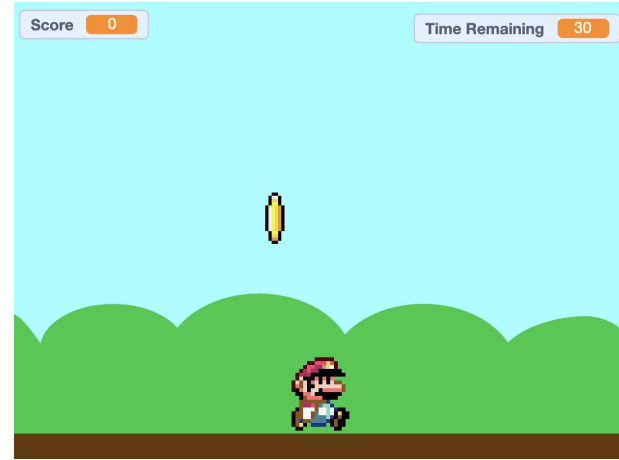
SAMPLE GAME DESIGN - MARIO COIN COLLECTOR

Story: Mario is a plumber whose goal is to save the Princess from Bowser. Help him stock up on coins before he begins his journey to earn extra lives!

Goals and Mechanics: Move and jump to collect as many coins as possible within 30 seconds.

Aesthetics: 2D, pixelated, colorful artwork.

Medium/Technology: Video game, created using Scratch. Account/login required.



HOMEWORK - COMPLETE YOUR GAME

Add finishing touches to your game and share a link on the den's Shutterfly website. Please be sure to include instructions on how to play your game. Play test your friends games and provide feedback. Testing is an important part of the design process!

Please note: This final step is a requirement for the completion of the adventure.

Challenge: swap out backgrounds, sprites, or change up the game mechanics. Game designs using a physical medium such as board games and card games are also acceptable

SCOUT OATH

On my honor
I will do my best

To do my duty
to God and
my country

and to obey
the Scout Law;

To help other
people at all times;

To keep myself
physically strong,
mentally awake,
and morally straight.

