Designing Your Own Game

**Instructions**:

1. Take one or two of the brainstorming ideas from the other day and write them down for a game that you would like to design. Think about the type of game you enjoy playing and what kind of experience you would like to create for others.

2. Identify the desired experience you want your game to provide. Consider the emotions, challenges, and overall atmosphere you want players to feel while playing your game.

3. Create a list of game mechanics, goals, and systems that would contribute to the desired experience in your game. Think about how players will interact with the game, what actions they will take, and what objectives they will need to achieve.

4. Be creative and think outside the box! This is your chance to design a game that is unique and exciting. Don't be afraid to try new ideas and experiment with different concepts.

Example:

***Game Idea****: "Lost in the Jungle"*

***Desired Experience****: I want players to feel a sense of adventure and exploration as they navigate through a dense jungle, encountering various obstacles and discovering hidden treasures.*

***Game Mechanics****:*

*- Movement: Players can move their character in different directions using arrow keys or a joystick.*

*- Inventory System: Players can collect and store items they find in the jungle, such as a compass, machete, and a map.*

*- Puzzle Solving: Players will encounter puzzles that they need to solve in order to progress further in the game.*

*- Survival Elements: Players will need to manage their character's health, hunger, and stamina as they explore the jungle.*

*- Random Events: Random events, such as sudden rainstorms or encounters with wild animals, will add unpredictability to the game.*

***Goals****:*

*- Find the Lost Temple: The main objective of the game is to find a hidden temple deep within the jungle.*

*- Collect Treasures: Along the way, players can search for hidden treasures, such as ancient artifacts and valuable gems.*

*- Complete Side Quests: Players can take on optional side quests, such as helping a stranded explorer or rescuing a captured animal.*

***Systems****:*

*- Level Design: The game will have multiple levels, each with its own unique challenges and puzzles.*

*- Progression System: Players will earn experience points and level up as they complete objectives and overcome obstacles.*

*- Dialogue System: Players can interact with non-playable characters (NPCs) through dialogue options, which can provide hints or unlock new quests.*

# Your turn:

Game Idea:

Desired Experience:

Game Mechanics:

Goals:

Systems:

# Analyze Quiz

1. What is the purpose of brainstorming and writing down ideas for a game design?

a) To create a list of game mechanics and goals

b) To identify the desired experience for players

c) To experiment with different concepts

d) All of the above

2. Which of the following is NOT a game mechanic mentioned in the example?

a) Movement

b) Inventory System

c) Puzzle Solving

d) Crafting System

3. What is one of the goals in the example game, "Lost in the Jungle"?

a) Defeat the final boss

b) Find the Lost Temple

c) Collect all the treasures in the jungle

d) Complete all the side quests

4. What is the purpose of the progression system in the example game?

a) To earn experience points and level up

b) To unlock new levels and challenges

c) To improve the character's abilities and skills

d) All of the above

5. How can players interact with non-playable characters (NPCs) in the example game?

a) Through combat and battles

b) Through dialogue options

c) Through trading and bartering

d) Through mini-games and challenges

6. Which of the following is NOT a system mentioned in the example game?

a) Level Design

b) Progression System

c) Dialogue System

d) Crafting System

7. What is the desired experience for players in the example game, "Lost in the Jungle"?

a) To feel a sense of adventure and exploration

b) To experience intense combat and battles

c) To solve complex puzzles and riddles

d) To compete against other players in multiplayer mode

8. What is one of the challenges players may encounter in the example game?

a) Navigating through a dense jungle

b) Solving puzzles to progress further

c) Managing the character's health and stamina

d) All of the above

9. What is the purpose of the random events in the example game?

a) To add unpredictability and excitement

b) To provide opportunities for players to earn extra rewards

c) To increase the difficulty level of the game

d) To introduce new characters and storylines

10. What is one of the optional activities players can engage in the example game?

a) Crafting weapons and tools

b) Building their own base or shelter

c) Completing side quests

d) Participating in online multiplayer battles

Answer Key:

1. What is the purpose of brainstorming and writing down ideas for a game design?

Answer: d) All of the above

2. Which of the following is NOT a game mechanic mentioned in the example?

Answer: d) Crafting System

3. What is one of the goals in the example game, "Lost in the Jungle"?

Answer: b) Find the Lost Temple

4. What is the purpose of the progression system in the example game?

Answer: a) To earn experience points and level up

5. How can players interact with non-playable characters (NPCs) in the example game?

Answer: b) Through dialogue options

6. Which of the following is NOT a system mentioned in the example game?

Answer: d) Crafting System

7. What is the desired experience for players in the example game, "Lost in the Jungle"?

Answer: a) To feel a sense of adventure and exploration

8. What is one of the challenges players may encounter in the example game?

Answer: d) All of the above

9. What is the purpose of the random events in the example game?

Answer: a) To add unpredictability and excitement

10. What is one of the optional activities players can engage in the example game?

Answer: c) Completing side quests