# What Makes a Good Game?

In this lesson, students dive deeper into common elements that all fun games possess.

## Objective

Students will be able to:

* Explain common elements that are present in most fun games.
* Identify how common elements manifest in familiar games.

[What Makes a Good Game?](https://youtu.be/n37nefqILh0)

## Elements of a Game #1

Now that we’ve discussed a few very important game elements, it is your turn to see how they are put into action! For this exercise, you’re going to play the game Breakout. Click [HERE](https://codehs.com/demos/breakout) to play (then click Run to start the game, and click on the game to begin).

As you play, write in the editor about how the game applies the four elements (listed below):

1. All games present some sort of challenge or goal for the player to overcome or achieve.
2. All games provide the player with the opportunity to make meaningful choices that impact their outcomes.
3. All games change over the course of play.
4. All games have defined rules and procedures.

## Elements of a Game #2

For this exercise, choose one of your own favorite games and write about how it applies the four elements listed below:

1. All games present some sort of challenge or goal for the player to overcome or achieve.
2. All games provide the player with the opportunity to make meaningful choices that impact their outcomes.
3. All games change over the course of play.
4. All games have defined rules and procedures.

## Fundamentals of Game Design

In their book Fundamentals of Game Design, Adams and Rollings explore different components that they believe make a game fun.

Read through a summary of their list [HERE](https://codehs.com/uploads/d1a9e744199dd2710edd985755806e8d) and answer the following questions in complete sentences:

1. Think about games you have played. Do they fit this pattern? Why or why not.
2. If you were to make one change to Adams and Rollings theory, what would it be and why? Would you add something? Would you change the percentage of one of the existing ideas?
3. Based on Adams and Rollings, explain why coming up with a new and innovative game design is not critical to make the game fun.
4. According to this theory, when developing a game, where should most of your time be spent?