## Planning the Game Part 2

## The 4 Game Elements

Take your two game ideas from the last exercise and describe how they each will address the four elements of a good game:

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.

### Describe how you're going to apply the 4 elements of a good game to each of your ideas.

=== GAME IDEA #1: =====================================

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\*\*.

=== GAME IDEA #2: =====================================

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\*\*.

## Get Feedback

Quick feedback is super important throughout the game design and development processes. If you spend too much time working on ideas before getting feedback, you risk getting prematurely attached to early ideas and resistant to change.

Take your two game ideas – your descriptions and how they apply the four game elements – and share them with up to three people. Ask them to provide honest feedback and questions, and write them down in this exercise.

IMPORTANT: Now is NOT the time to defend your ideas or try to answer their questions. Simply write down their thoughts and use them as you continue forward in the design process.

=== FEEDBACK #1: ==========================================

Game #1:

Game #2:

=== FEEDBACK #2: ==========================================

Game #1:

Game #2:

=== FEEDBACK #3: ==========================================

Game #1:

Game #2:

## Choose One and Plan

Reflect on your two game ideas, and the feedback you received in the previous exercise, and choose one of them to move forward with.

For this exercise, take your chosen game and start to create a simple game design document. This document will help guide your development process, and will most likely change and grow as you build your game. Be sure to incorporate the feedback in this document as well!

Your document needs to have the following sections:

1. Game Title

* The game title

1. Game Overview

* The world in which the game takes place
* The objects and characters involved
* The role and goal of the player
* The way the player interacts with the world
* The target audience for the game

1. The Four Game Elements

* The challenge that the player is trying to overcome or the goal they are trying to achieve.
* The opportunities for the player to make choices and how these choices will affect their outcome.
* The manner in which the game changes over time.
* The rules that define the game and how the player can interact with the world.

Your document should be in complete sentences, addressing at least the bullet points listed above. You can either complete it in the editor here, or in a Google document and paste the URL in the editor.

Remember, this document will help guide your development process, and will probably change along with it.

## Break it Into Pieces

Creating a complete game, with all its bits and pieces, can be a daunting task. Oftentimes it’s difficult to figure out where to even start.

A common approach to face this challenge is to break your game into individual pieces, and then focus on one piece at a time. Before you know it, you’ll have your game.

Here is one example breaking down a car racing game into concrete, manageable steps:

*Car Racing Game*

**Environment**: road weaving through desert landscape

* Final road
  + Path of road
  + Road object
  + Road colors and textures
  + Road physics components (eg collider, friction)
* Desert landscape
  + Cactus objects and material
  + Rock objects and material
  + Player: Driveable car
* Final car
  + Car object
  + Car colors and textures
  + Car physics components
  + Car controller script

Etc…

For this exercise, take your chosen game and start to break it into its pieces. Specifically, think about the 1) the environment, 2) the player (characters/vehicles), and 3) the gameplay. You’re going to be prototyping these three sections in the next lesson.

You don’t need to know every single detail at the moment, but starting to list out the pieces now will help guide your development in the next lesson.