



<b>Objectives</b>	<p>Students will be able to:</p> <ol style="list-style-type: none"> <li>1. Understand the guidelines for the final project.</li> <li>2. Describe their game concept and their plan for its development.</li> </ol>
<b>Standards</b>	<p><b>9-12.DL.2</b> Communicate and work collaboratively with others using digital tools to support individual learning and contribute to the learning of others.</p> <p><b>9-12.DL.4</b> Independently select advanced digital tools and resources to create, revise, and publish complex digital artifacts or collection of artifacts.</p> <p><b>9-12.CT.10</b> Collaboratively design and develop a program or computational artifact for a specific audience and create documentation outlining implementation features to inform collaborators and users.</p>
<b>Materials</b>	<ul style="list-style-type: none"> <li>▪ Keep It Simple Video: <a href="https://www.youtube.com/watch?v=z06QR-tz1_o">https://www.youtube.com/watch?v=z06QR-tz1_o</a></li> <li>▪ Lesson Slides</li> </ul>
<b>Development (Do Now)</b> [5 mins]	Have students discuss with their group members the essential steps in planning/designing a game. Then have one or two groups share their discussion with the class.
<b>Development (Activity 1)</b> [10 mins]	<p><b>Guided Class Discussion: Planning Your Game</b></p> <ul style="list-style-type: none"> <li>▪ <b>Making Your First Game Video by Extra Credits:</b> Students will watch a 6 mins video by Extra Credits, in which they share their advice to beginning game developers. After the video, have students reflect on how they can keep the ideas shared in the videos in mind as they start their game planning process.</li> </ul>
<b>Development (Activity 2)</b>	<p><b>Planning Your Game: Let's get to it!</b></p> <p><b>Exercise 1: Brainstorm</b> Each group will create a list of ideas about their game. Ideas could be around the type of game, the environment, the player, the mechanics, the story, the feeling, etc.</p> <p><b>Exercise 2: Choose Two</b> Using your brainstorming from the last exercise, list two different game ideas and describe them on a paper. In this exercise, students will start to add some of the details around the main elements of the game.</p> <p><b>Exercise 3: The 4 Game Elements</b> Students will take their two game ideas from Exercise 2 and describe how they each will address the four elements of a good game.</p> <p><b>Exercise 4: Get Feedback</b> Each group will present their two game ideas, descriptions and how they apply the four game elements, and share with 2 or 3 other groups. Ask them to provide honest feedback and questions, and write them down.</p> <p><b>Exercise 5: Choose One and Plan</b> Students will reflect their game ideas and the feedback they received, and choose one of them to move forward with.</p>
<b>Closing/Summary</b> [5 mins]	Have each group share/present their progress.
<b>Assessment</b>	Deliverables: Game Planning Exercises 1-5

Names: \_\_\_\_\_

## Exercise 1: Brainstorming

### Directions:

The first step here is to get a lot of ideas down on paper. No idea is bad at this point.

In the space below, create a list of ideas about your game. Ideas could be around the type of game, the environment, the player, the mechanics, the story, the feeling, etc.

Remember you'll want your game to be simple and based around something you already know how to do.

Names: \_\_\_\_\_

## Exercise 2: Choose Two!

### Directions:

Describe each game idea in the space below.

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

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

Names: \_\_\_\_\_

## Exercise 3: The Four Game Elements

### Directions:

Take your two game ideas from Exercise 2 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**.

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

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

Names: \_\_\_\_\_

## Exercise 4: Get Feedback!

### Directions:

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 two or three other groups. 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:

Names: \_\_\_\_\_

## Exercise 5: Choose One and Plan!

### Directions:

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

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

### 2. Game Overview

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

### 3. 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 world.

Your document should be in complete sentences, addressing at least the bullet points listed above. Complete Exercise 5 in a Google document and share the link on Google Classroom.

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