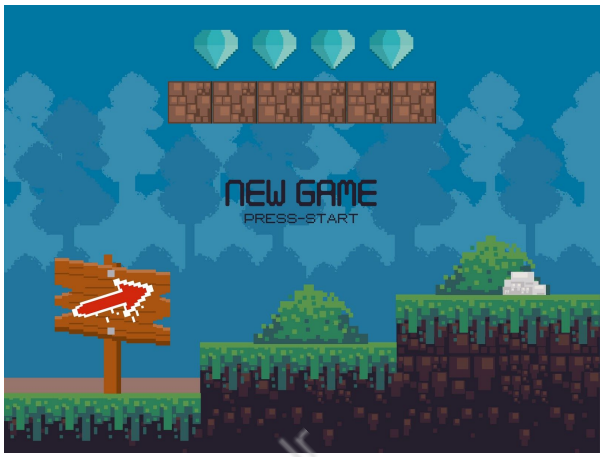
Game Story and Mechanics



What is our GOAL for this MODULE?

The goal for this module is to create a game using game design.

What did we ACHIEVE in the class TODAY?

We built a story behind the games you designed. You chose the characters (PC and NPC) for the game. You identified and chose the gameplay mechanics to tell the story through game. We implemented game design concepts like balance and feedback into the games.

Which CONCEPTS/CODING BLOCKS did we cover today?

- Game mechanics

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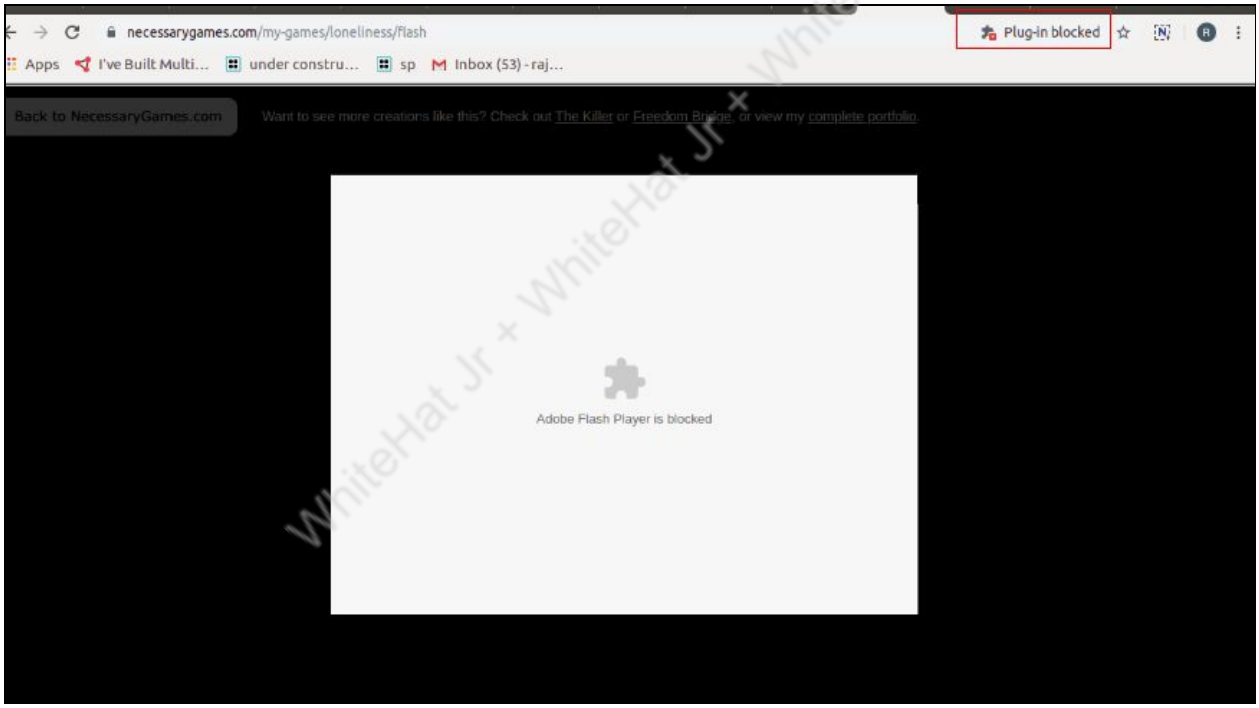
How did we DO the activities?

We began the class by recalling the design elements of the game:

- Characters (PC and NPC)
- Story
- Goals
- Rules
- Balance
- Adaptivity
- Chance vs Skill
- Feedback

This was followed by us playing a slightly unusual game, which required enabling Flash on your computer.



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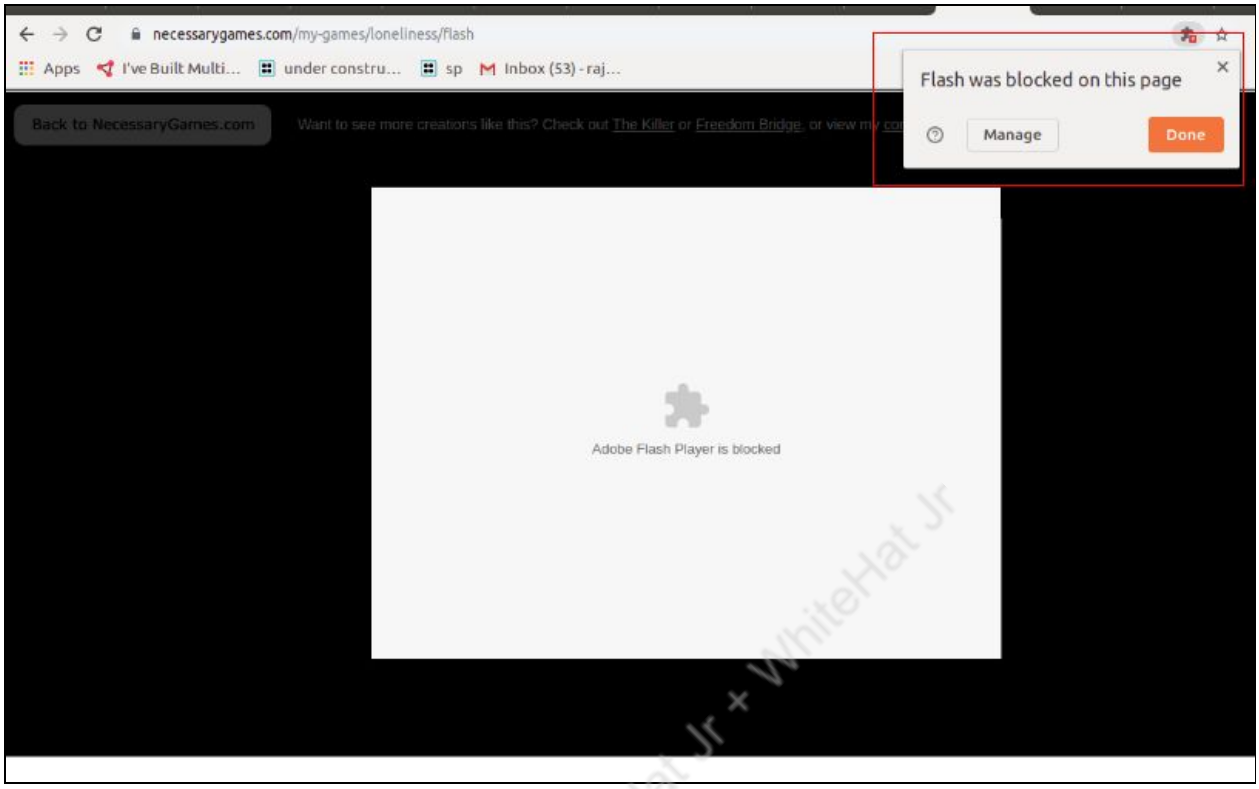

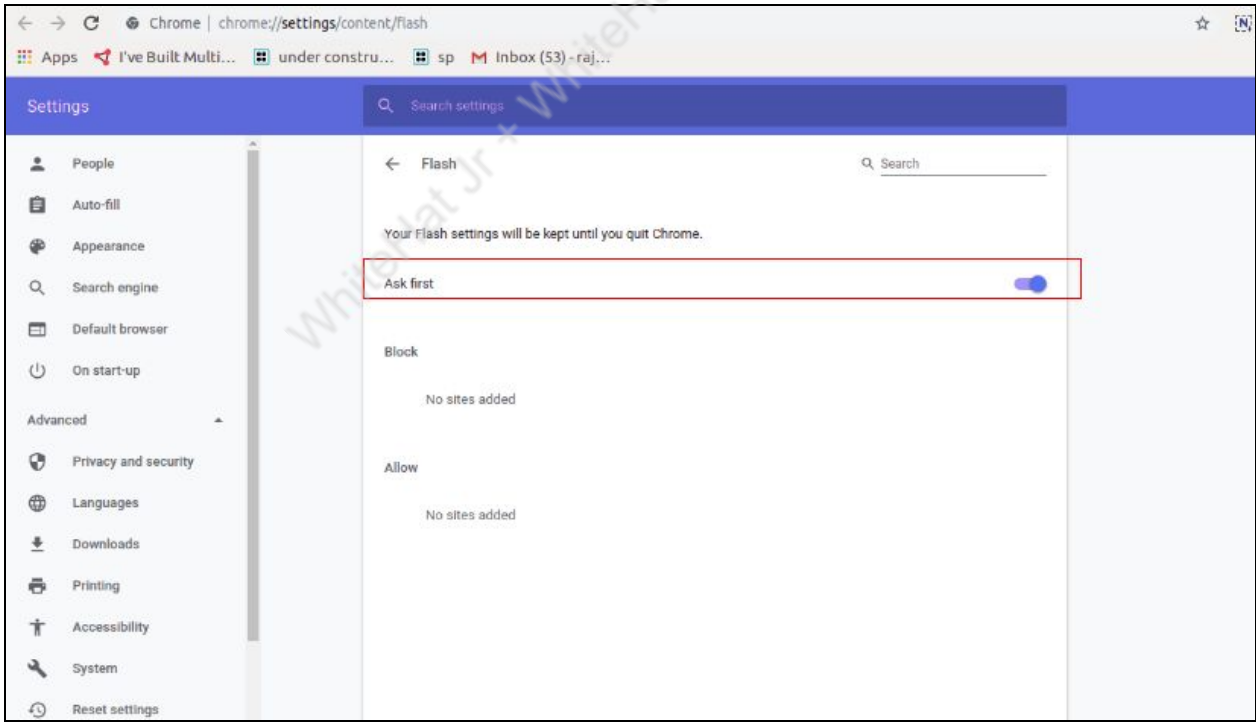

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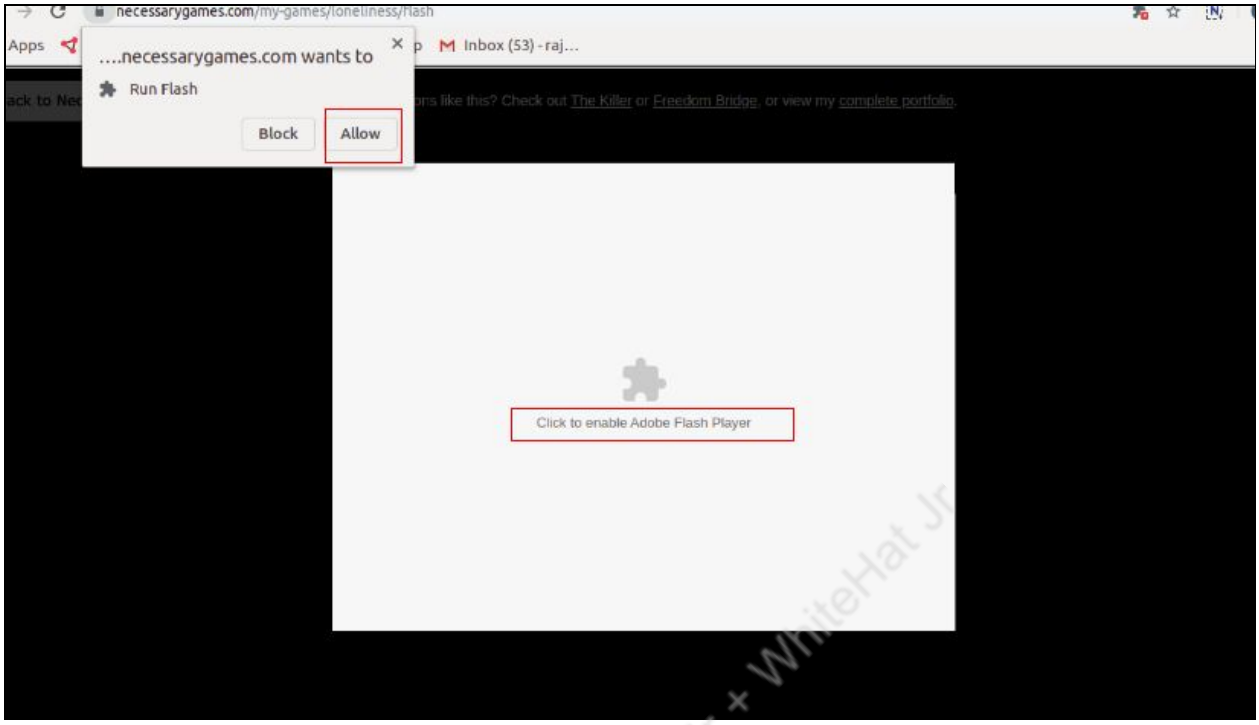

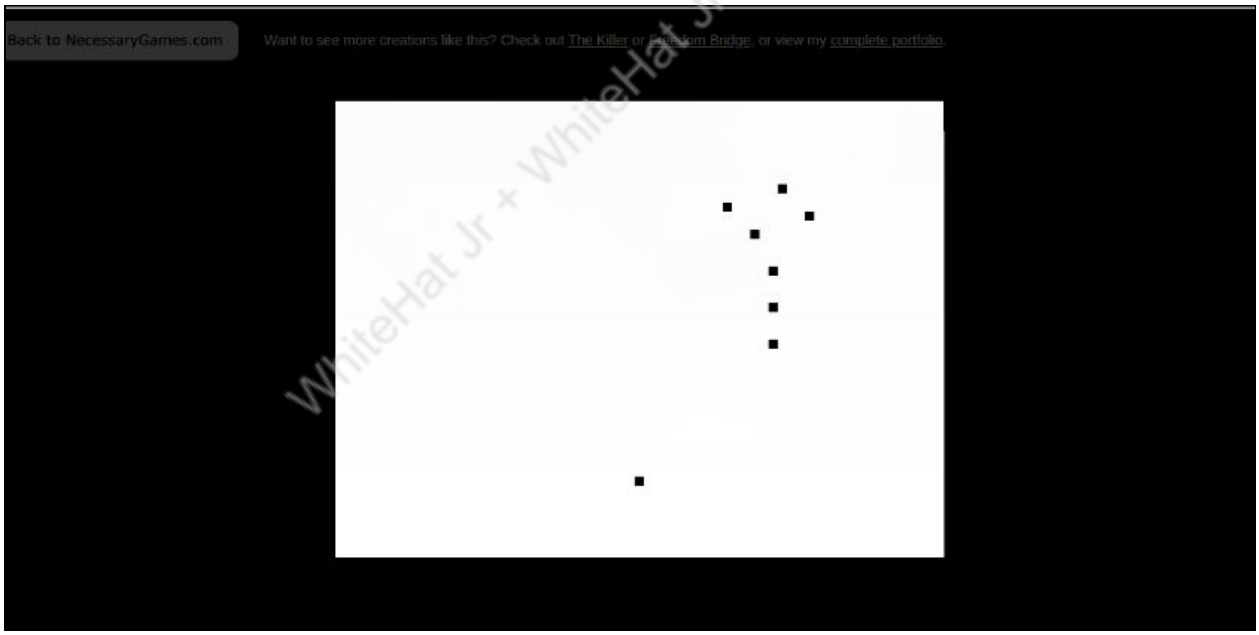

Later you decoded the different elements of game design in this game.
The square dots are the characters in the game.

The lone square dot at the bottom is the playing character.

The other square dots in groups of two or more are the non-playing characters.

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The story is about a lone square dot that is seeking other dots for the company.

The goal is to seek other square dots.

There are no scores here, however, the player can see the movement of the dots when the arrow keys are pressed. This is the visual feedback in the game.

The rule of the game is that the player presses arrow keys to move the lone square dot.

We discussed the game elements that you will be building in further classes.

What's NEXT?

In the next class, you will be designing your own game.

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