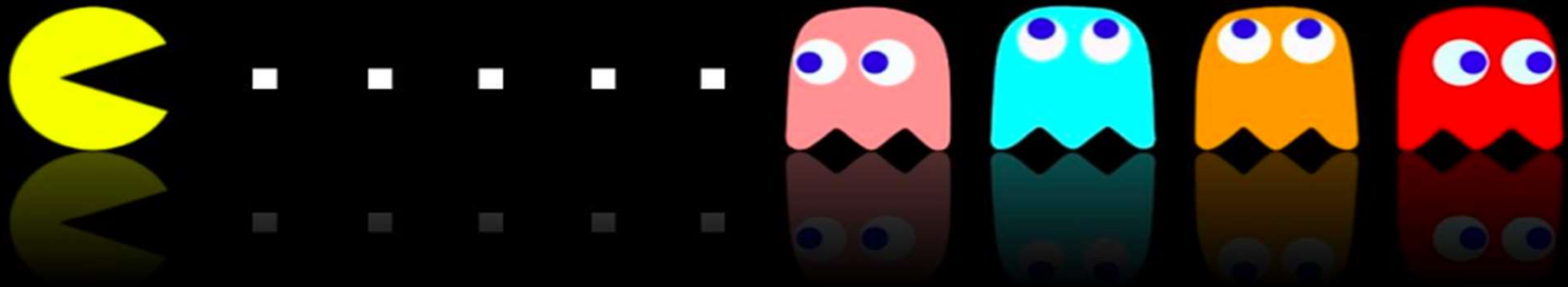


Game Design



Games Design Options - choose one to do over this week (4 available)

This unit of work is linked to Graphic / Game Design

You will spend the next 3 lessons devising a new game or adapting an old one for a new audience.

The end product must be able to be photographed **or** copied digitally across onto one Google 'Hand in Slide' that will be provided for you. Essentially you need to evidence your work / learning

The hand in work may include any preliminary sketches / notes that you have formulated to help you work out what you are going to do.

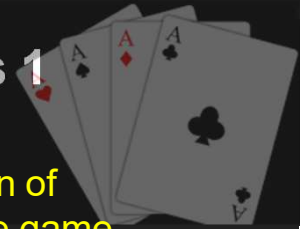
It should also include some sort of end result.. Something I can see on the slide that shows you have formulated a conclusion.

This may be a **digital outcome** or **some drawings** explaining the game or you may wish to **make a game** and take a photograph of it.

Extra house points go to anyone who can prove that their game was actually played by your family..(if this is possible) video / photo?



Creating a cool Card or Board Game Ideas 1



You could create a visual card game something similar to 'Top Trumps' or an adaptation of something else? Something you are interested in / you know about. Think about how the game would be played..what would the playing cards look like ... what categories / rules etc... who the games target audience would be ... are there physical objects needed like in monopoly or Cludo?

As a slight alternative to this you could design or even make your own board game (this may well include some cards as well as additional objects).

Velma Dinkley

SKETCH FILE

The person most likely to solve the mystery

TWITTER FOLLOWERS	N/A	N/A
WEAPON OF CHOICE	Wearing her glasses & saying "jokes"	43%
SPECIAL POWER	Logic & Reason	87%
KEY OUTPUT	TV shows & crappy films	95%
ARCH NEMESIS	One man Travels the Carcator	48%

SENSE AND SENSIBILITY

Colonel Brandon

WEALTH 8
WIT 17
INFLUENCE 14
ATTRACTION 60
TOP TRUMPS RATING 68

By treating the Dashwoods with respect, generosity and kindness, this retired officer eventually gets his reward by marrying the loving Marianne Dashwood. As Jane observes, "her regard and her society restored his mind to animation, and his spirits to cheerfulness."

Jane Austen

MEGHAN MARKLE

TOP TRUMPS FILE

VIP	9
AGE	36
PEOPLE PERSON	10
STYLE ICON	10
BIG DAY RATING	100

Californian girl, Meghan, had a modest upbringing by her parents. After university, she became a "briefcase girl" on game show Deal or No Deal. This was the start of her career on-screen, and she went on to land a leading part in US TV series Suits, in 2011. This stunning bride is sure to be the "Queen of Style" on her big day. She's truly a modern royal, for a modern age.

TOY STORY 4

WOODY

TOP TRUMPS RATING 100

TEAMWORK	19
HUMOUR	26
COURAGE	17
FRIENDSHIP	50

WOODY'S PROFILE

Legal and courageous, Woody is always the voice of reason when Buzz and the rest of the gang need him. But after he catches a glimpse of his old friend, Bo Peep, Woody risks his greatest fear—becoming a lost toy—to search for Bo and begin an adventure that will ultimately allow him to find a deeper understanding of what it means to be a toy.

LADY GAGA

MONSTER CLASS

AIR MILES	96
PIN-UP	67
WEALTH	73
FASHION SENSE	98
COLUMN INCHES	94

If you are not familiar with Stefani Joanne Angelina Germanotta or Gaga for short, where have you been? The New Yorker shot to stardom after her debut album "Fame" went straight to number one in six countries in 2008. The controversial artist has modelled everything from raw meat to a telephone on her head, and Forbes ranks her number one on its 2011 list of the World's 100 Most Powerful Celebrities.

Create a 1980's platform game

You could devise a Game from the 1980's ... when the technology & graphics wasn't so advanced.. Look up Pac Man ..Space invaders... Asteroids... Frogger... Mario etc

Mr Wood spent most of his lunchmoney down at the local shops playing these games.

You would need to explain the purpose of the game ... and maybe draw out some of the main characters / accessories etc (either electronically or by hand)... tell us what the rules are... or even make a model of the board or merchandise associated with the game... you decide.

If you enable Chrome to set the 'flash option to ask first then you could even play some of these games online as research.

<http://www.free80sarcade.com/frogger.php>

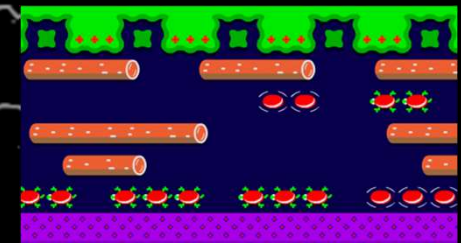
1950



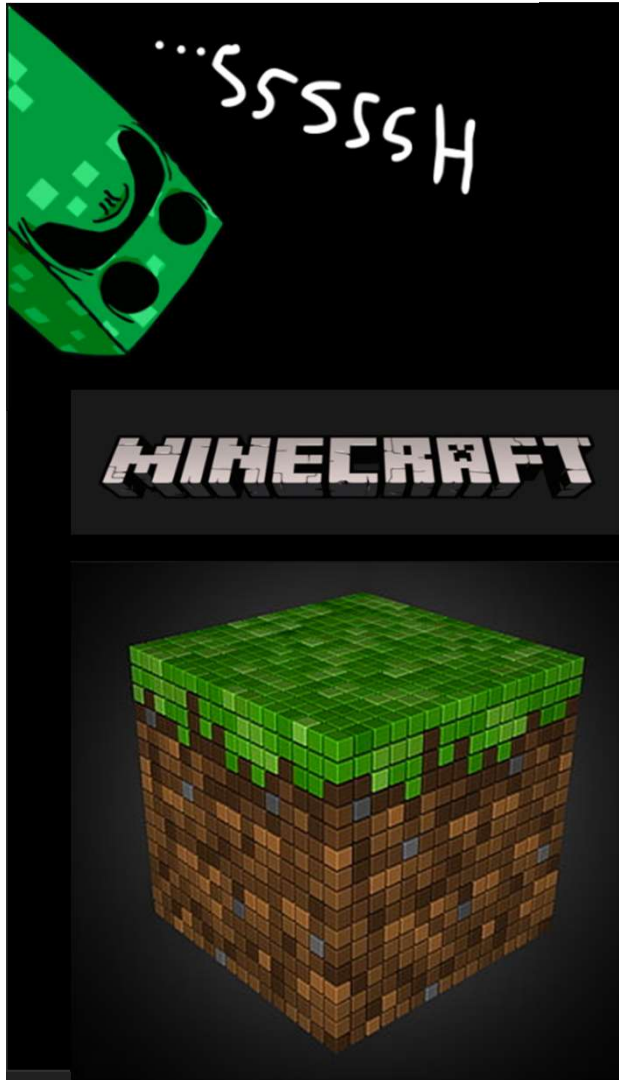
PRESS START



SCORE: 150 LEVEL: 1



Ideas 2



OK... so how cool is this option.

Ideas 3

Do you already have minecraft? If so....read on.

Over the next three lessons I would like you to create something using your minecraft software .. This could be a series of characters... a machine... environment... a world.. or Castle.... 'whatever you like' as long as it is appropriate for three hours of learning time and imaginative.

I am looking at your creativity here - what can you devise / come up with that is cool and engaging...

If you can connect with other students (is this a thing?) then you can work on something together... but play nice and don't burn each others stuff down!

At the end you can upload to the Google hand in slide 2 things;

1. Some brief text about what you intended doing and what you think will be incorporated into your work... essentially showing me a little bit of prior planning.
2. Some screen grabs of what you have created.
3. **Extra house points if you can somehow link me to / or upload a video of you exploring (showing me) what you have created.. Especially good if you can explain / narrate (explain) as you are showing me .**

Create a game that encourages children to move around....
a game that involves **physical activity**. You have spent the last 3 weeks on the computer so you are best placed to understand the importance of moving and getting out of your seat. So design a product / game that encourages prep children to have fun and move.

Idea 4



This will require you to create a **clear set of instructions** re how the game is to be played. I would like you to provide some design work for the game; this could take the form of drawings of specialist equipment you have designed e.g. stuff the **players wear**, think safety or identification in team games. **You could also design** equipment that **form part of the game** for example cricket bats / stumps / cones etc. the stuff that is needed to play the game.

HANDING ALL THIS IN

AT THE END OF LESSON 3 YOUR TEACHER WILL POST A LINK TO A HAND IN PRESENTATION ON YOUR SLIDE I WANT YOU TO;

1. ADD YOUR FULL NAME (FIRST & LAST) AND CLASS E.G. 8.1 / 9.3 etc.
2. PASTE ACROSS (ON TO YOUR SLIDE) ALL WORK RELATING TO THE GAME ACTIVITY UNIT YOU DID (MAKE IT FIT AND COMPOSE IT CLEARLY) .
3. MAKE SURE YOU HAVE REPRESENTED YOURSELF WELL.. SHOWING THE THOUGHT / ENGAGEMENT AND CREATIVITY YOU HAVE SHOW.

THIS MAY TAKE THE FORM OF MULTIMEDIA WORK (AUDIO & VIDEO) / SCREEN SHOTS / DRAWINGS / IT MAY BE DIGITAL WORK / LINKS TO ONLINE WORK YOU DID / YOU MAY HAVE PUT SOMETHING INTO YOUTUBE (IF SO POST THE LINK) ETC...

IN LOTS OF CASES IT WILL LIKELY BE A COLLECTION / COMBINATION OF MANY OF THESE DIFFERENT OUTCOMES

THE END