Saturday, October 13, 2012 11:41 PM

PRESENTED BY
LEARNING GAMES NETWORK & FABLEVISION

Cover Page

Saturday, October 13, 2012 11:45 PM

This Page should include your group's name, group logo, name of your game and the names of the members of your group. You can also put a picture of your group if you like.

Introduction/Game Summary

Saturday, October 13, 2012 11:48 PM

This page should include a brief introduction to your game. Why you chose the topic, Statement of the learning goal, Type of game it is, The age group it is intended for,

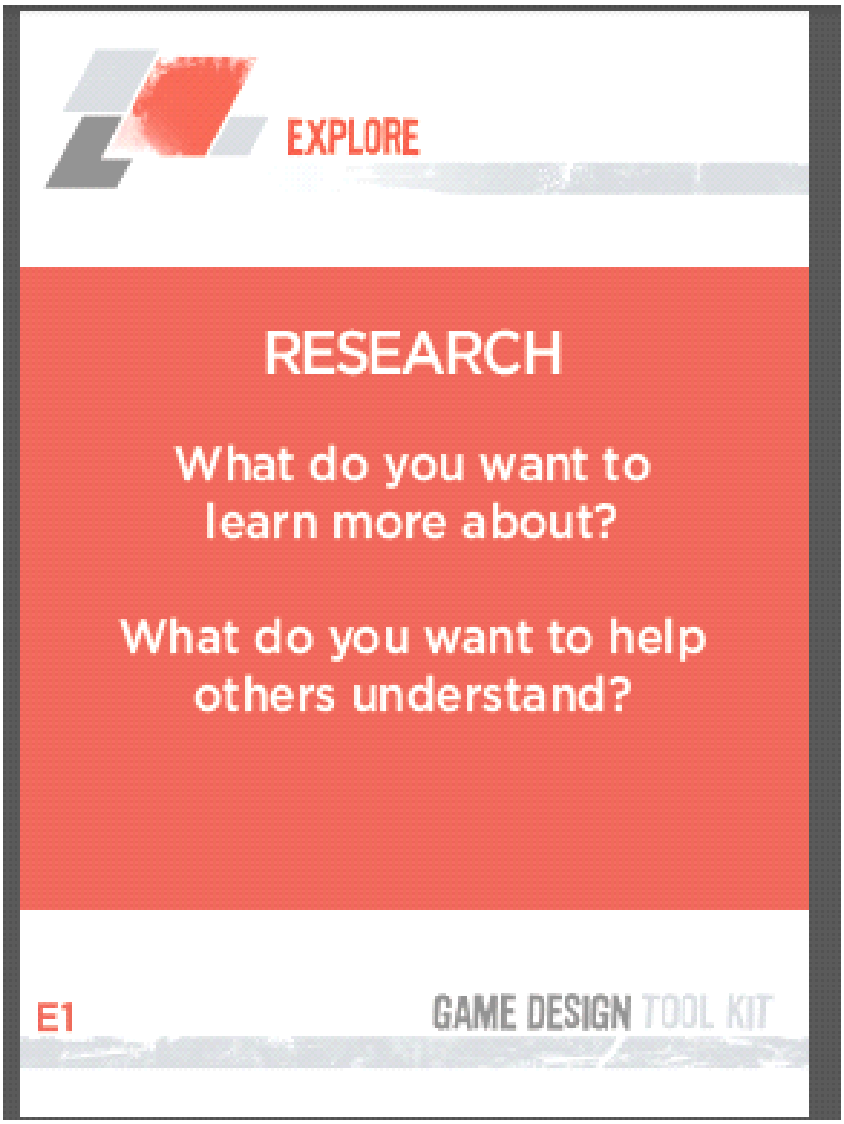
This page should also include a brief summary of your game. An introduction to the world, summary of the story and the ultimate goal. Think of the synopsis on the back of a video game package.

Explore

Saturday, October 13, 2012 10:32 PM

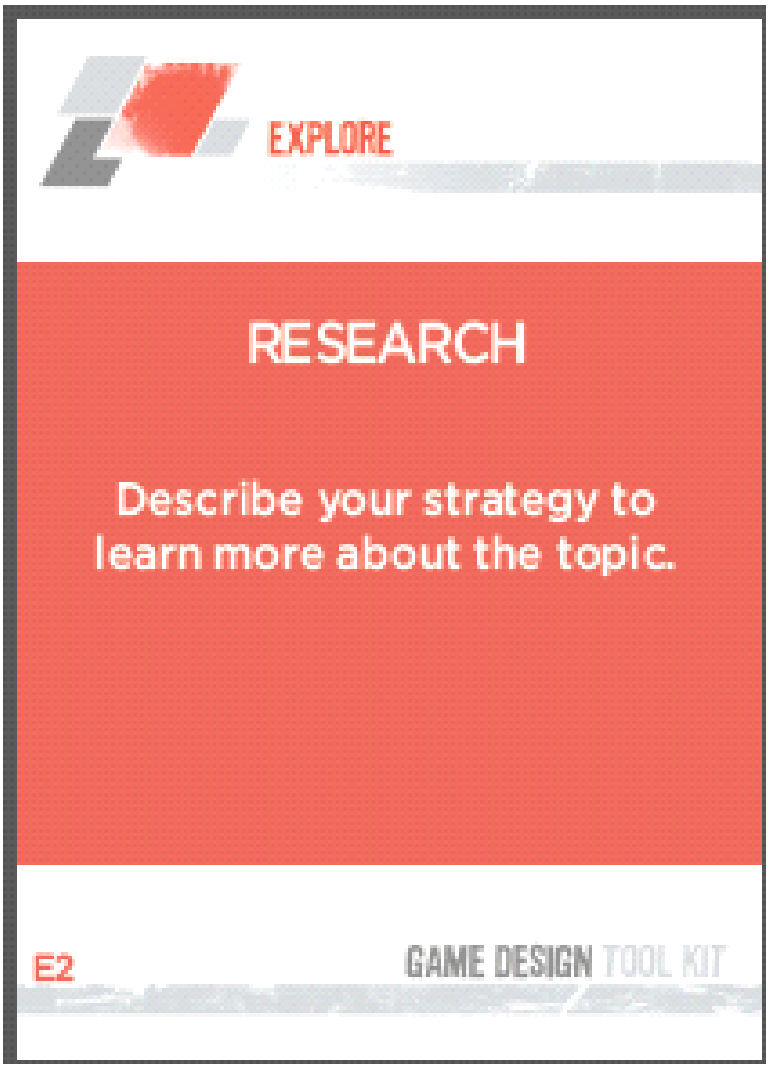
Explore 1

Friday, October 12, 2012 3:06 PM



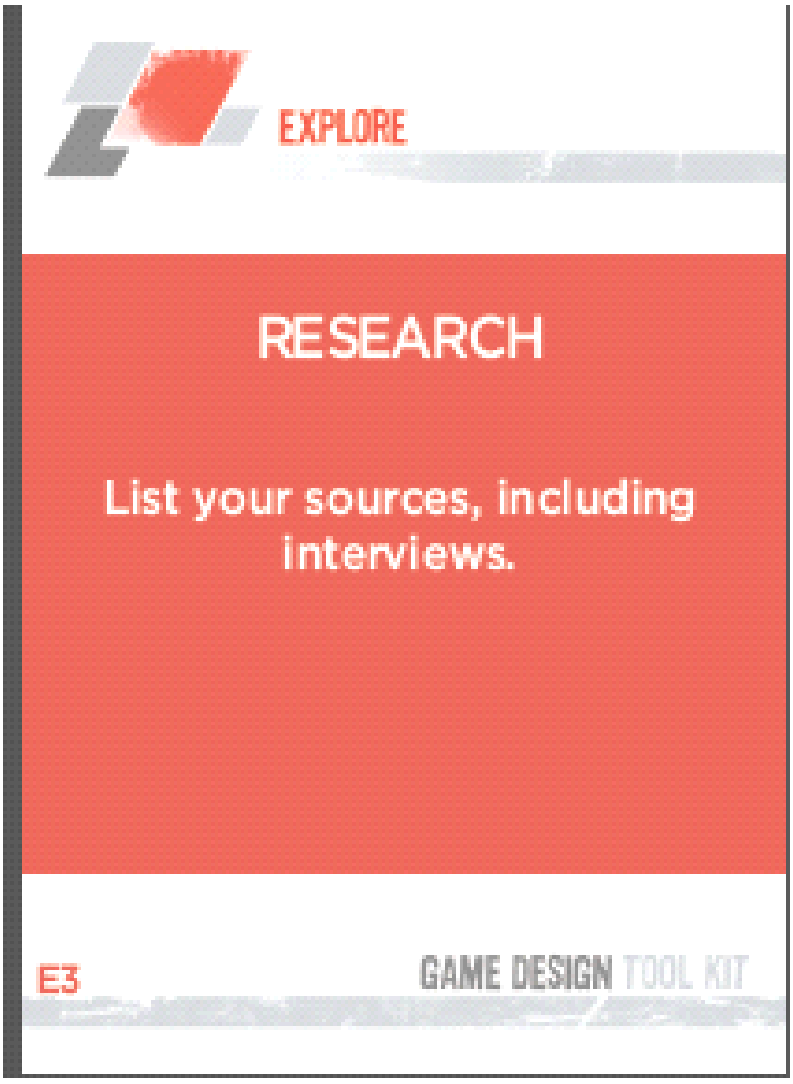
Explore 2

Saturday, October 13, 2012 10:23 PM



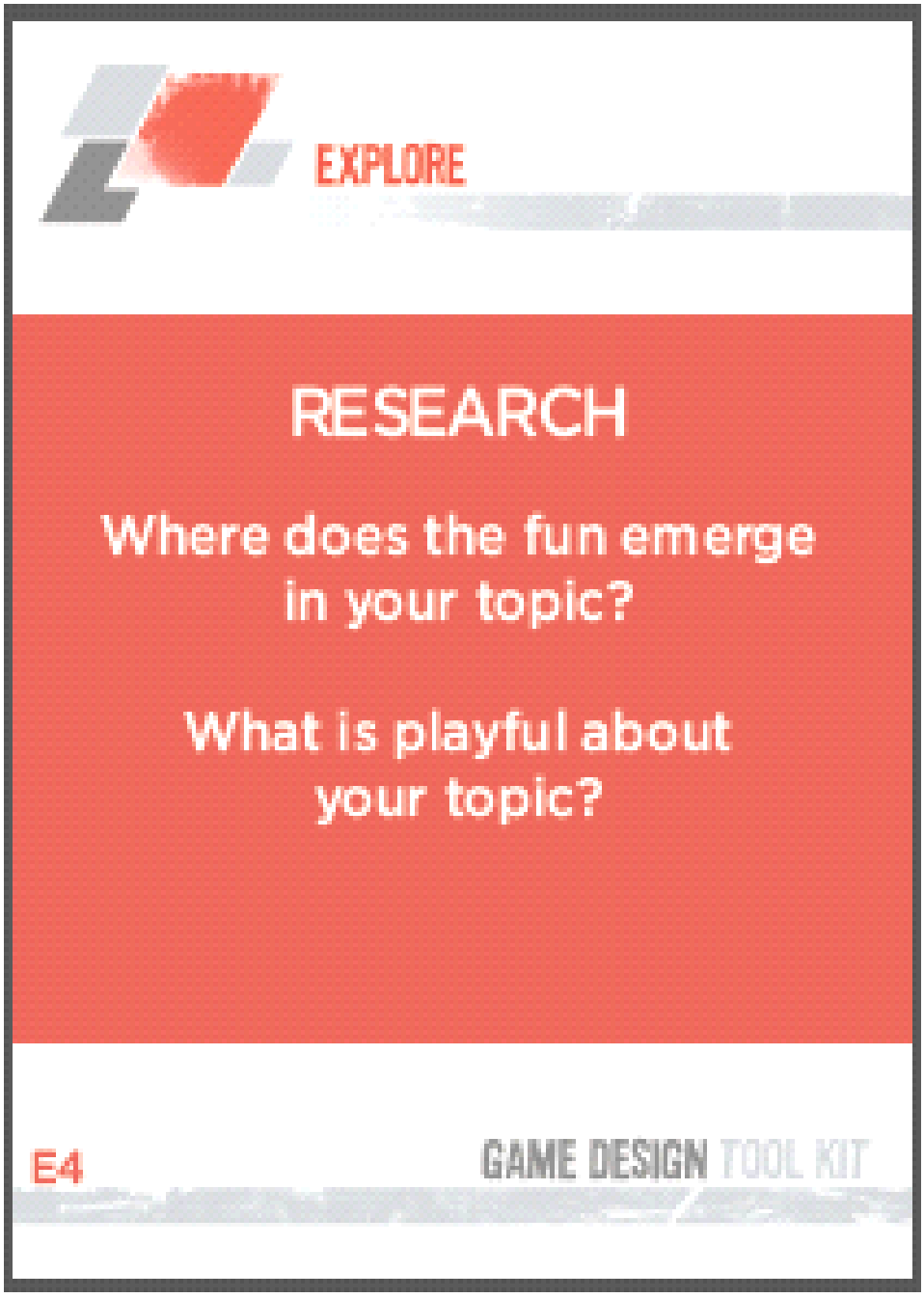
Explore 3

Saturday, October 13, 2012 10:28 PM



Explore 4

Saturday, October 13, 2012 10:30 PM

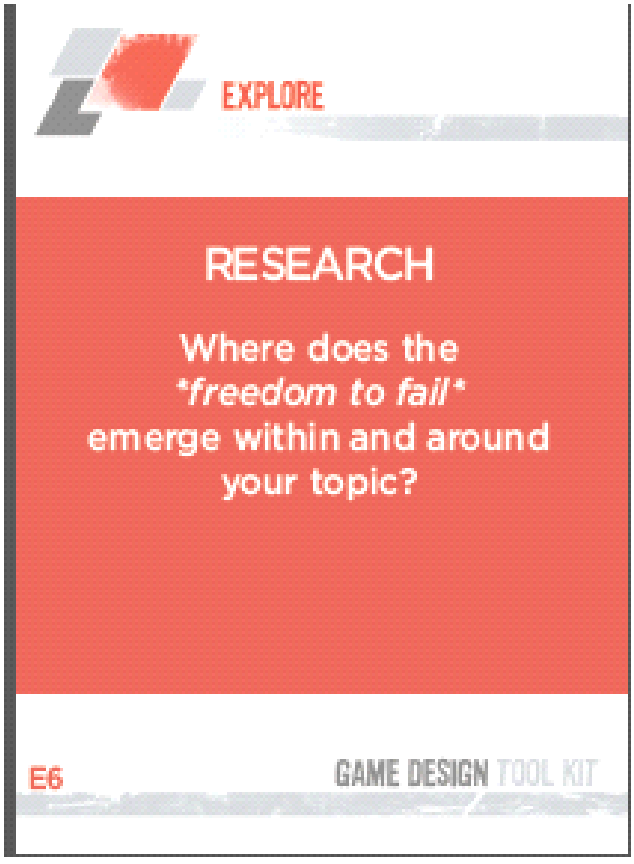


Explore 5

Saturday, October 13, 2012 10:37 PM

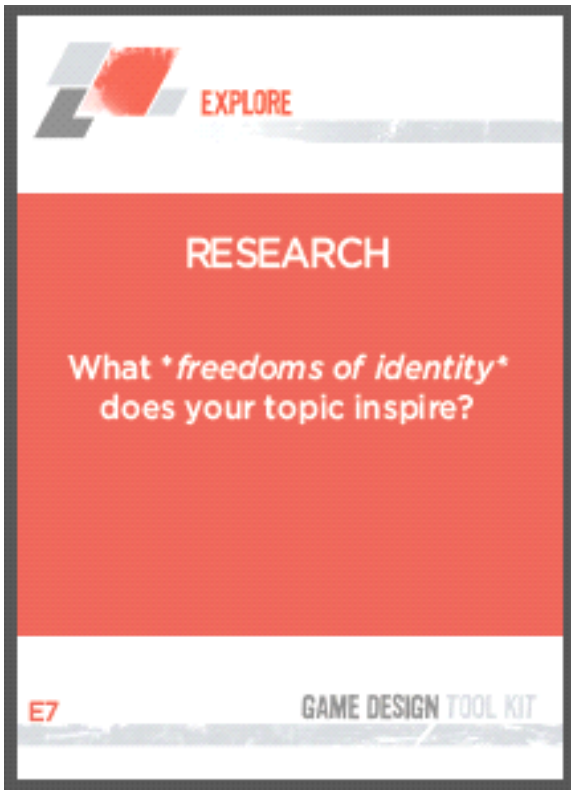
Explore 6

Saturday, October 13, 2012 10:38 PM



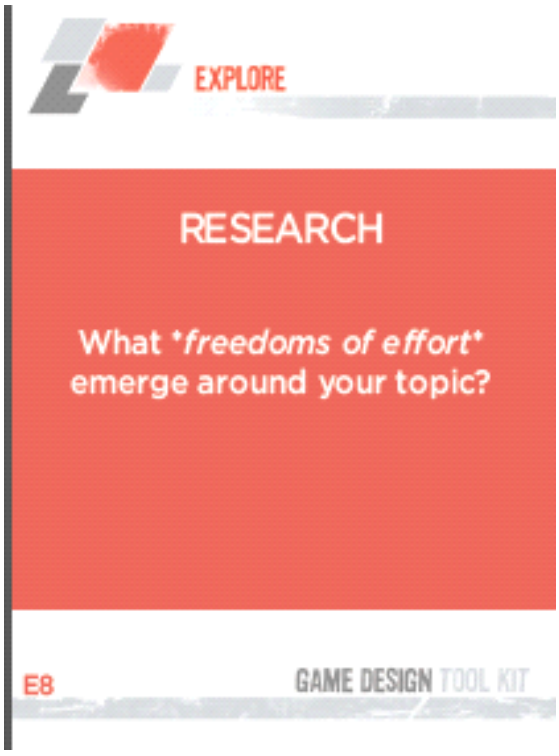
Explore 7

Saturday, October 13, 2012 10:47 PM



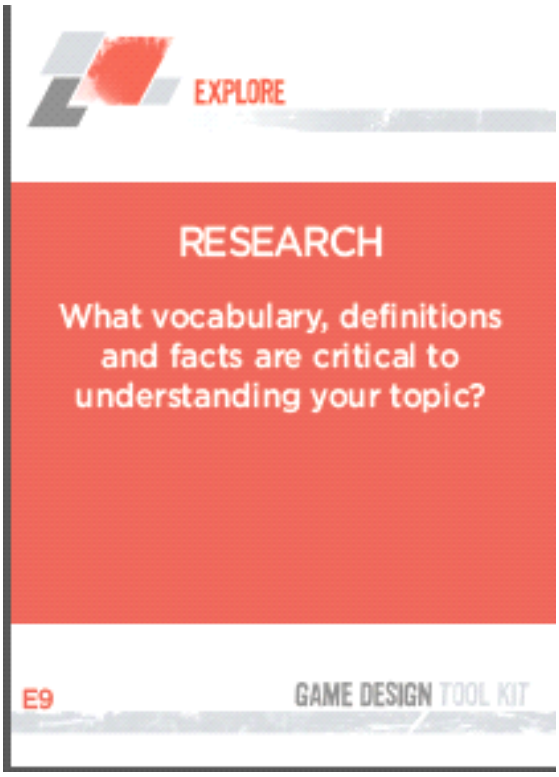
Explore 8

Saturday, October 13, 2012 10:49 PM



Explore 9

Saturday, October 13, 2012 10:50 PM



Explore 10

Saturday, October 13, 2012 10:52 PM

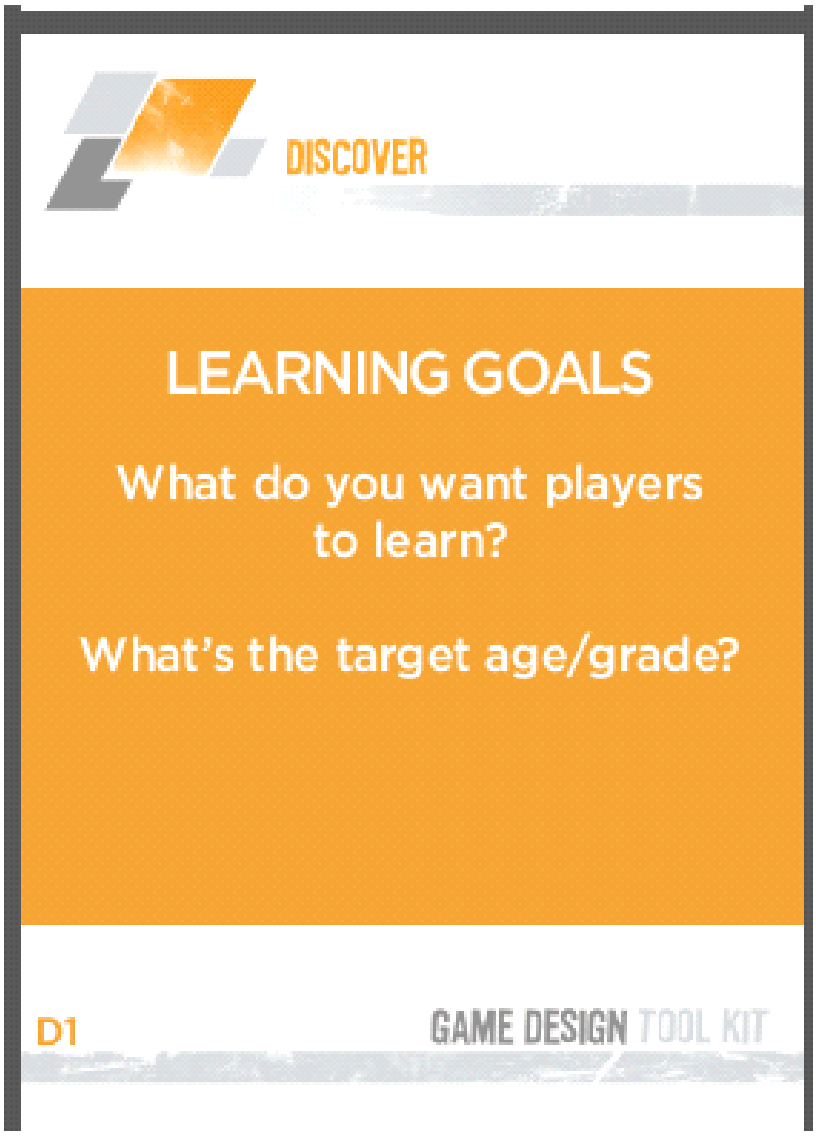
Discover

Saturday, October 13, 2012 10:54 PM

Screen clipping taken: 10/13/2012 10:55 PM

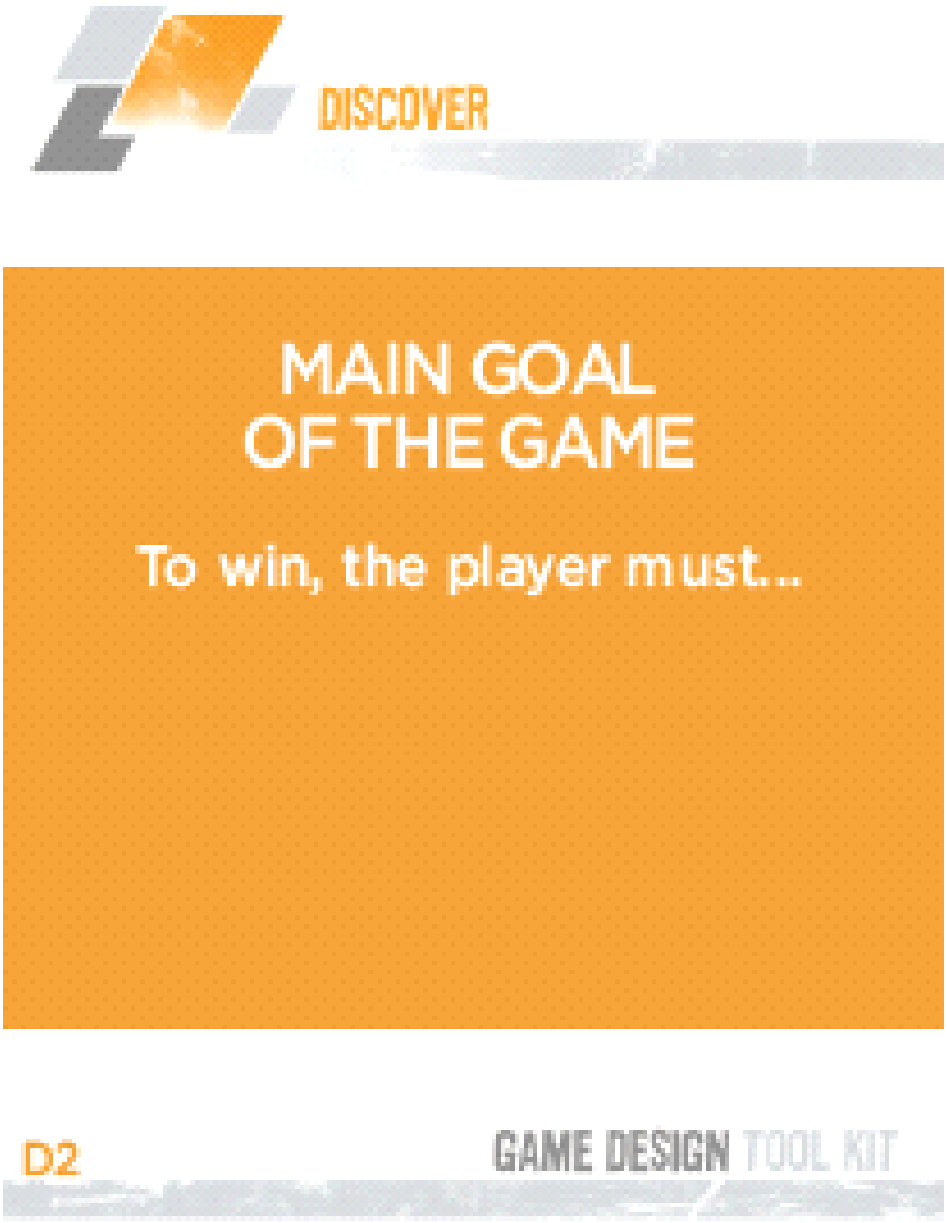
Discover 1

Friday, October 12, 2012 3:13 PM



Discover 2

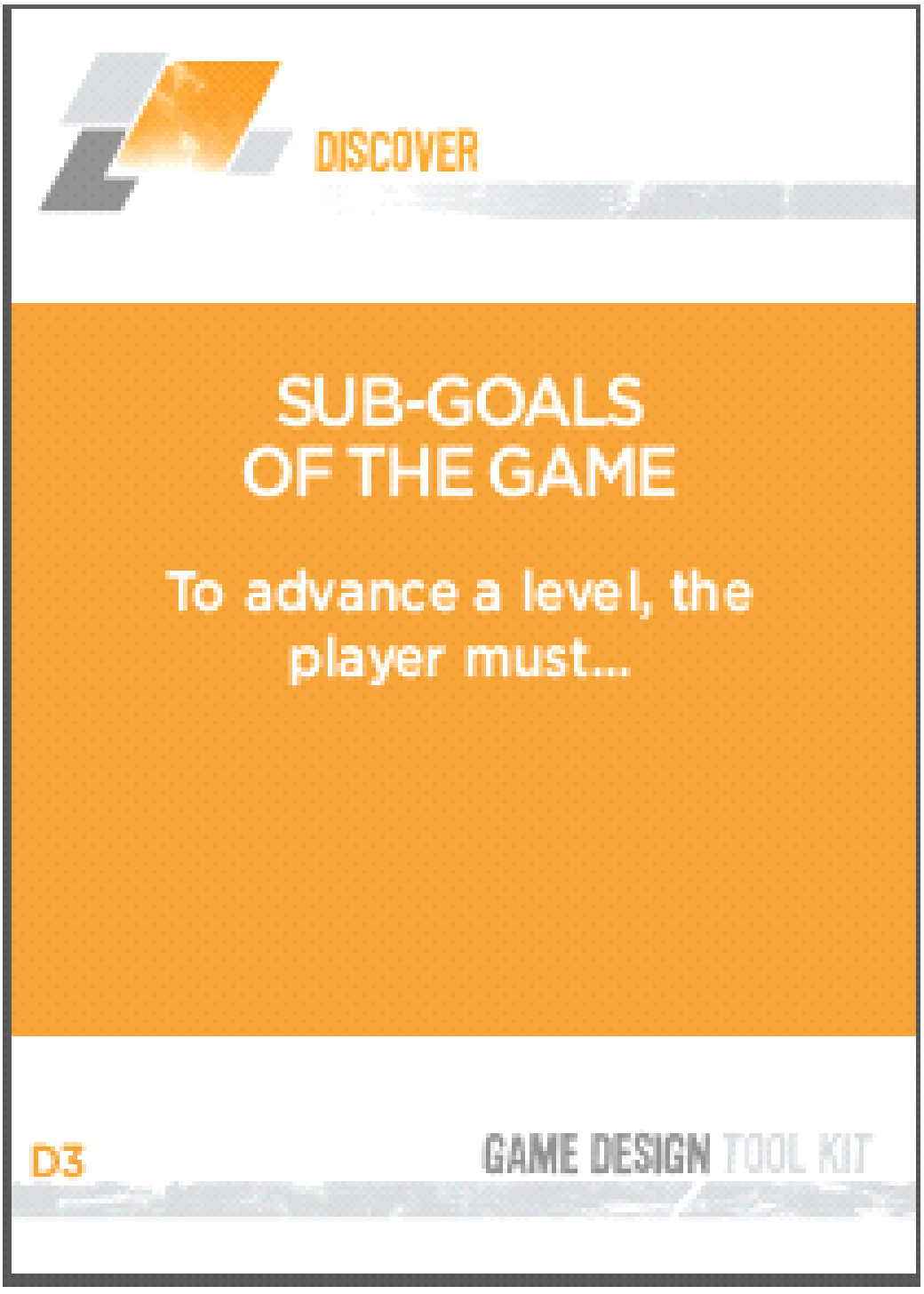
Saturday, October 13, 2012 10:54 PM



Screen clipping taken: 10/13/2012 10:57 PM

Discover 3

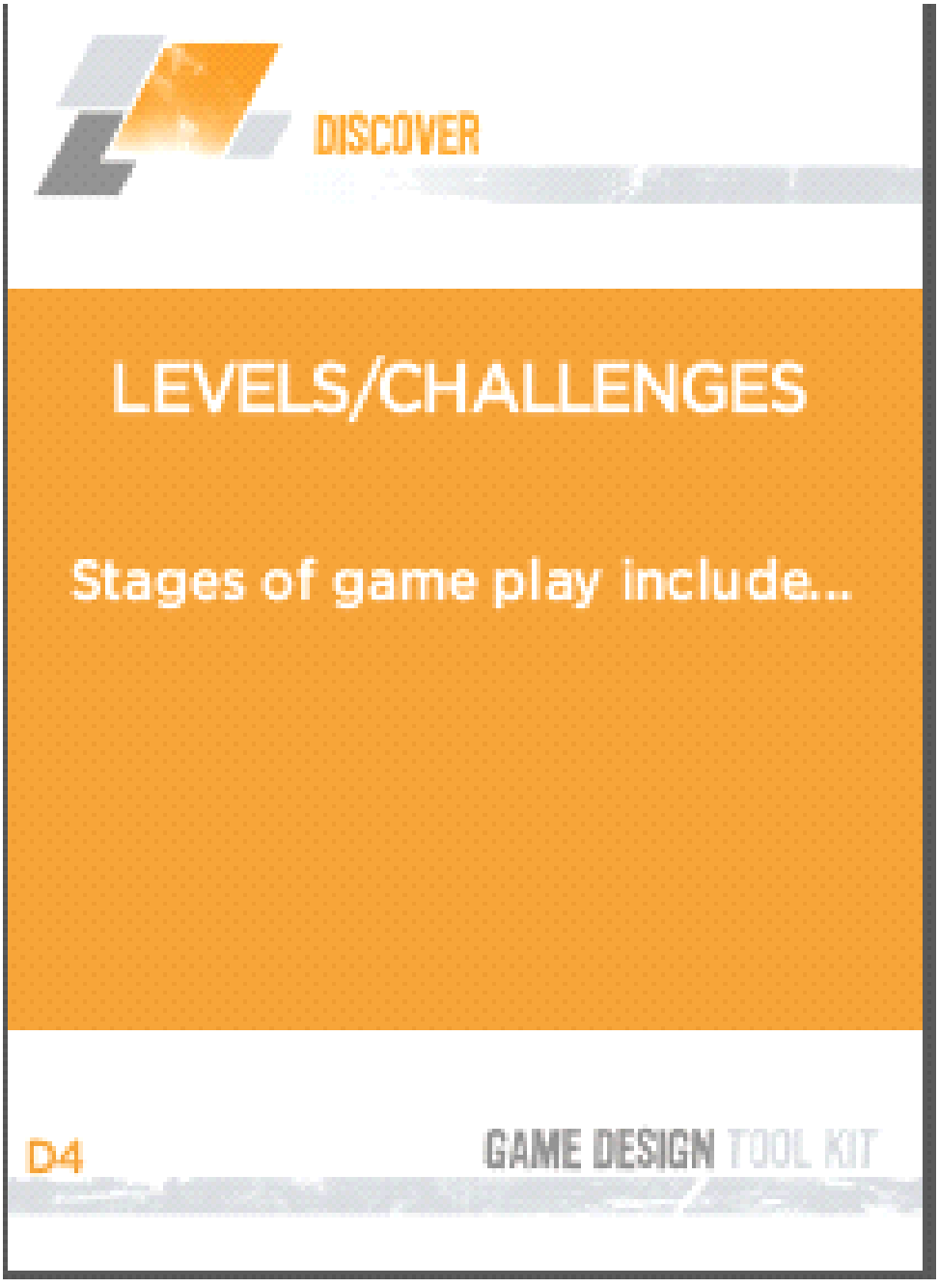
Saturday, October 13, 2012 10:57 PM



Screen clipping taken: 10/13/2012 10:58 PM

Discover 4

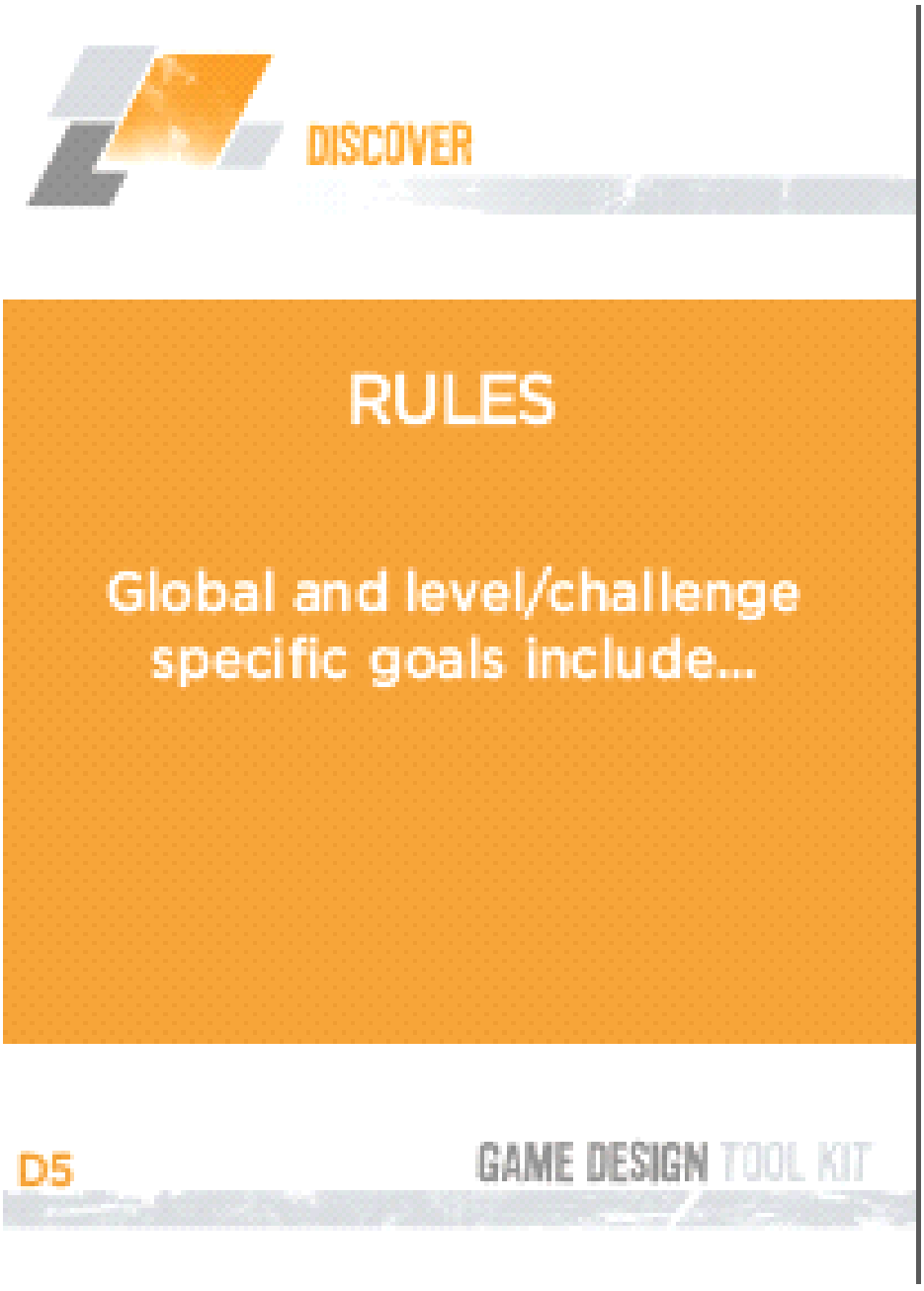
Saturday, October 13, 2012 10:58 PM



Screen clipping taken: 10/13/2012 10:59 PM

Discover 5

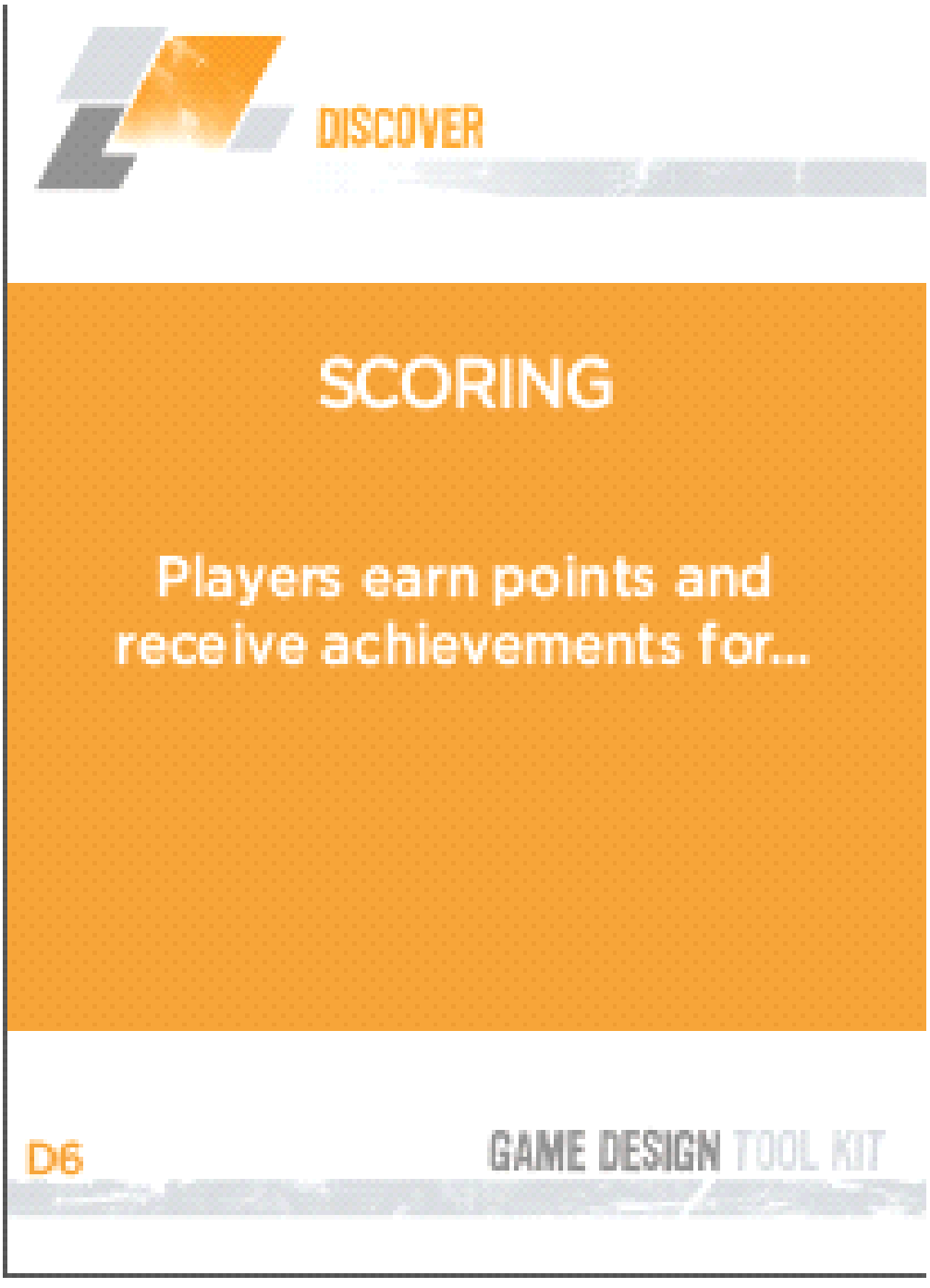
Saturday, October 13, 2012 10:59 PM



Screen clipping taken: 10/13/2012 11:01 PM

Discover 6

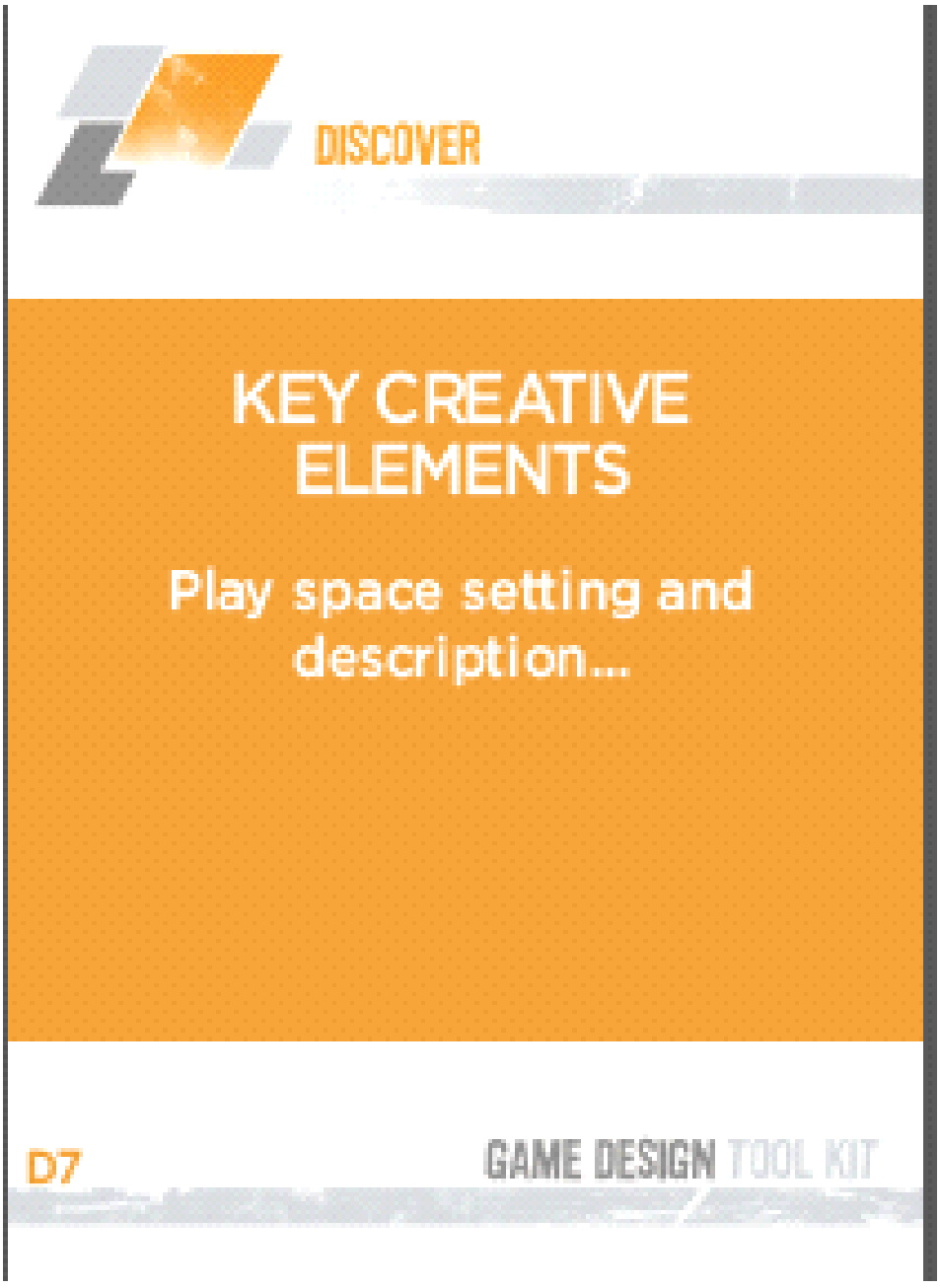
Saturday, October 13, 2012 11:01 PM



Screen clipping taken: 10/13/2012 11:02 PM

Discover 7

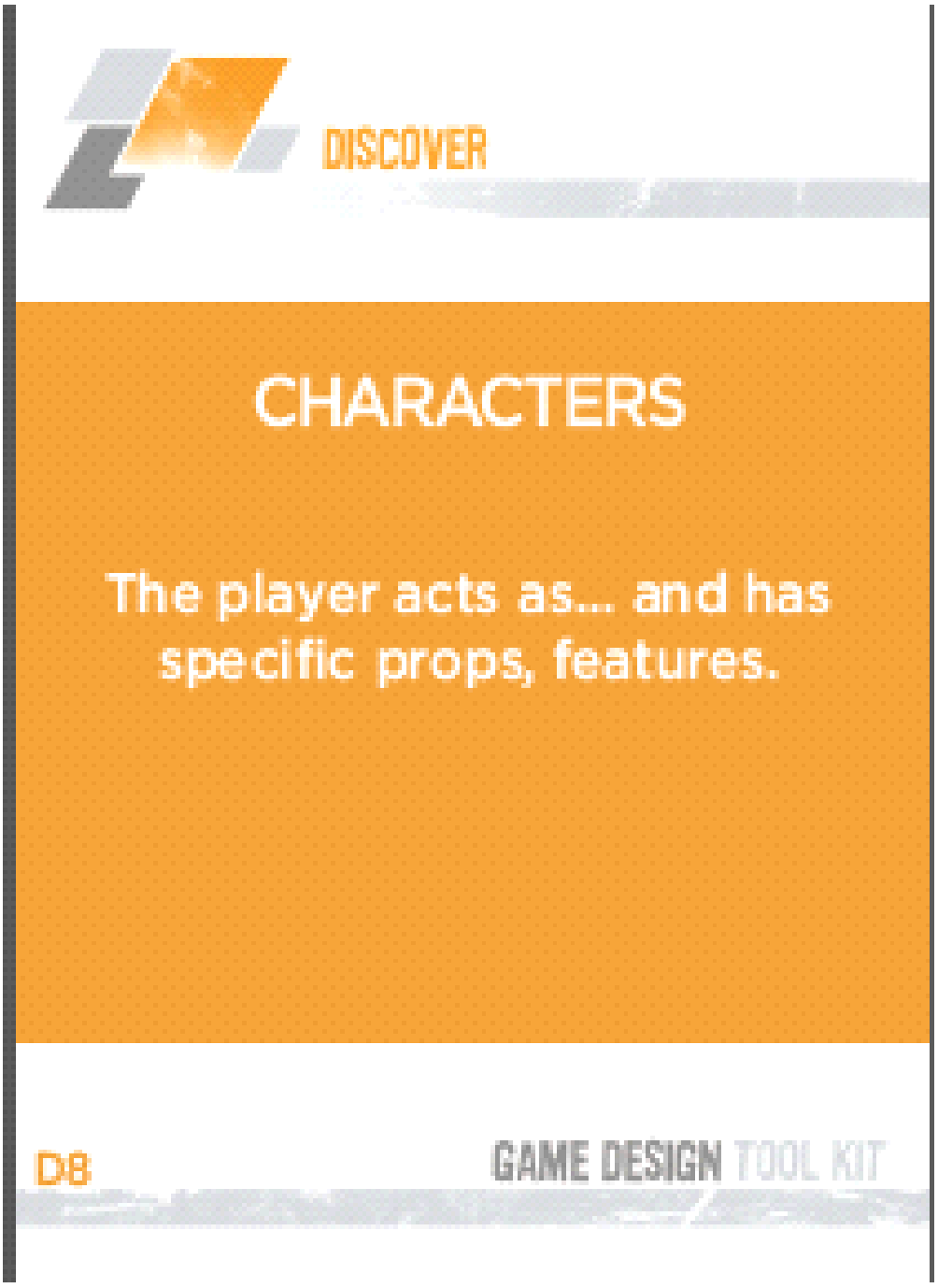
Saturday, October 13, 2012 11:02 PM



Screen clipping taken: 10/13/2012 11:03 PM

Discover 8

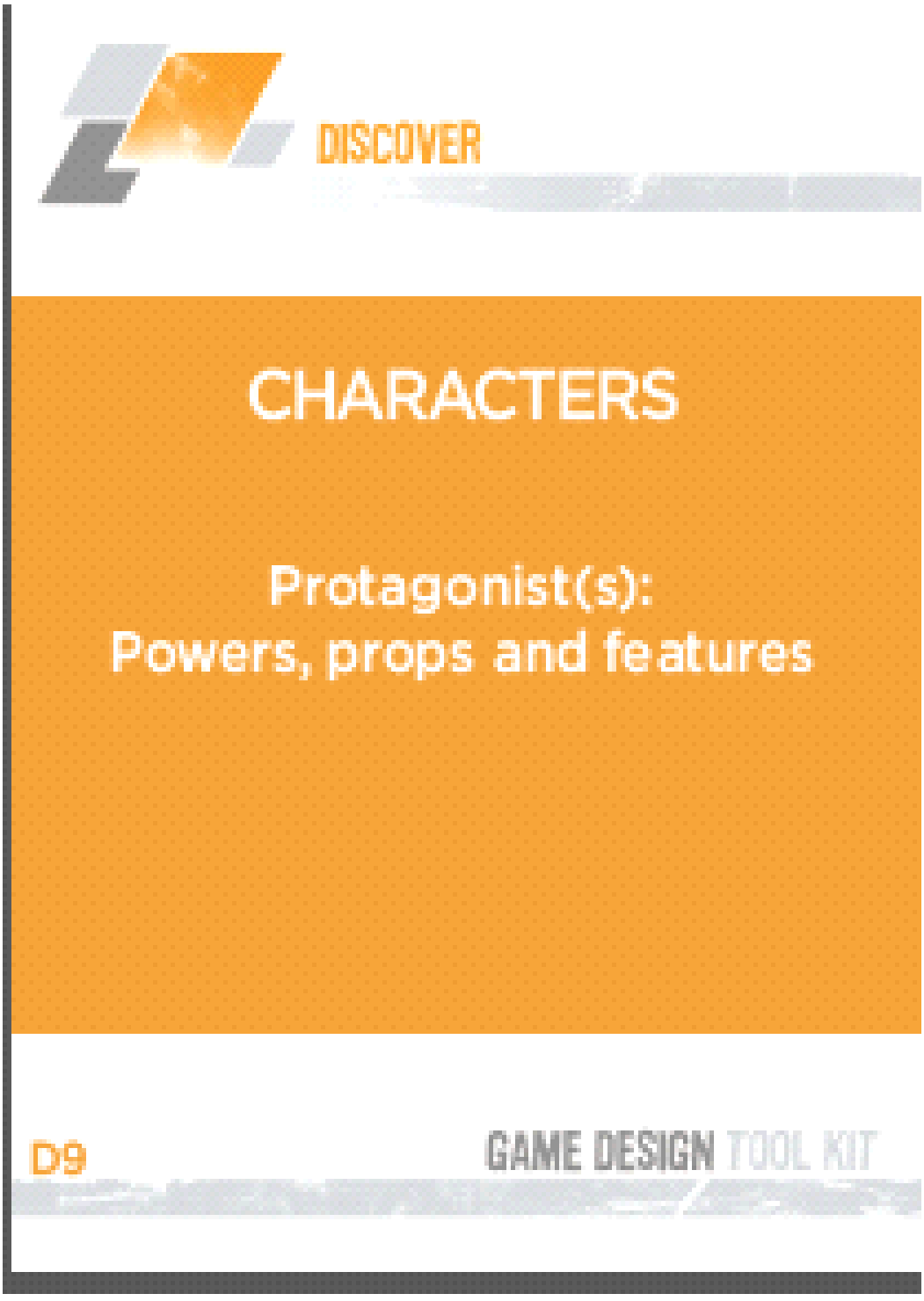
Saturday, October 13, 2012 11:03 PM



Screen clipping taken: 10/13/2012 11:03 PM

Discover 9

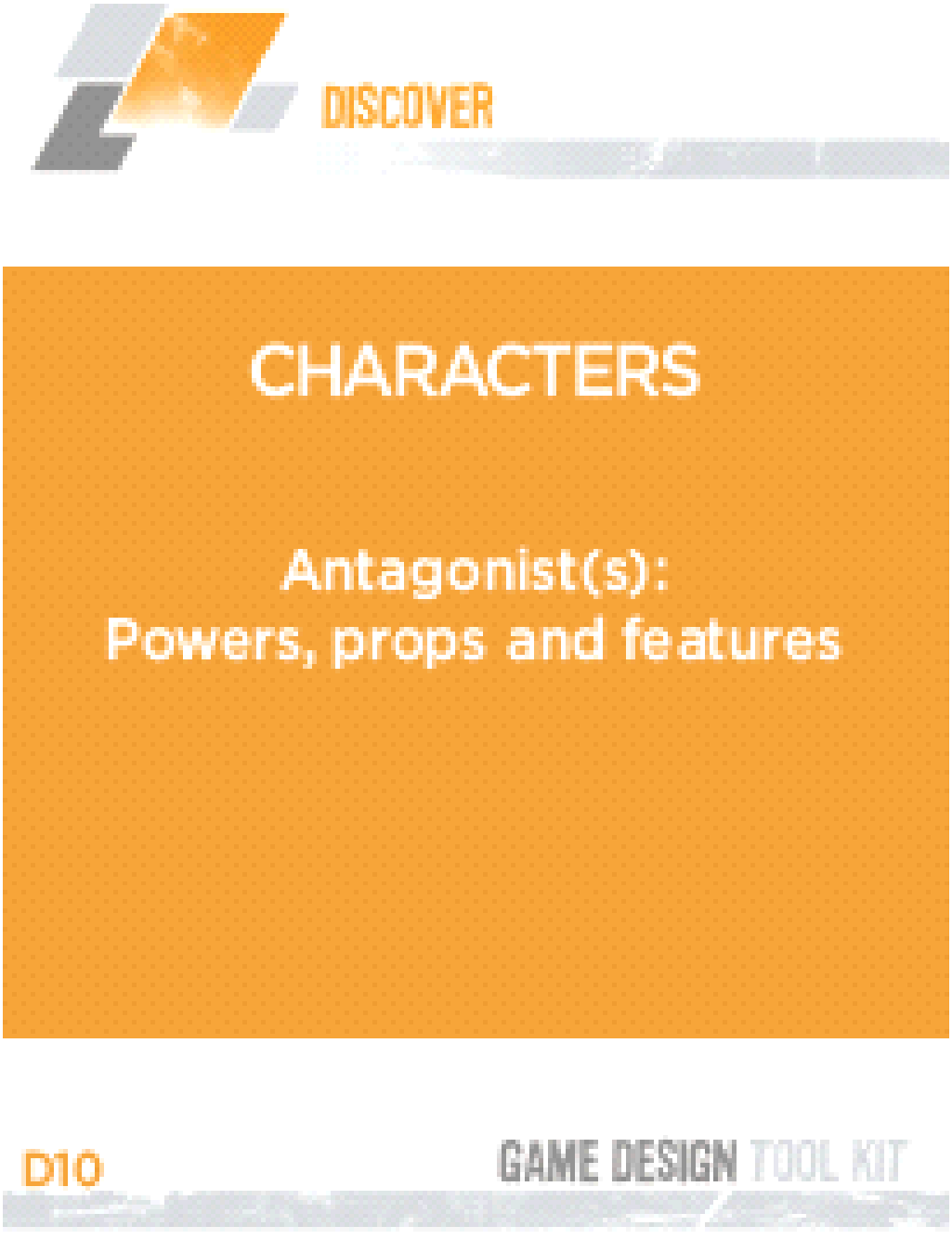
Saturday, October 13, 2012 11:04 PM



Screen clipping taken: 10/13/2012 11:05 PM

Discover 10

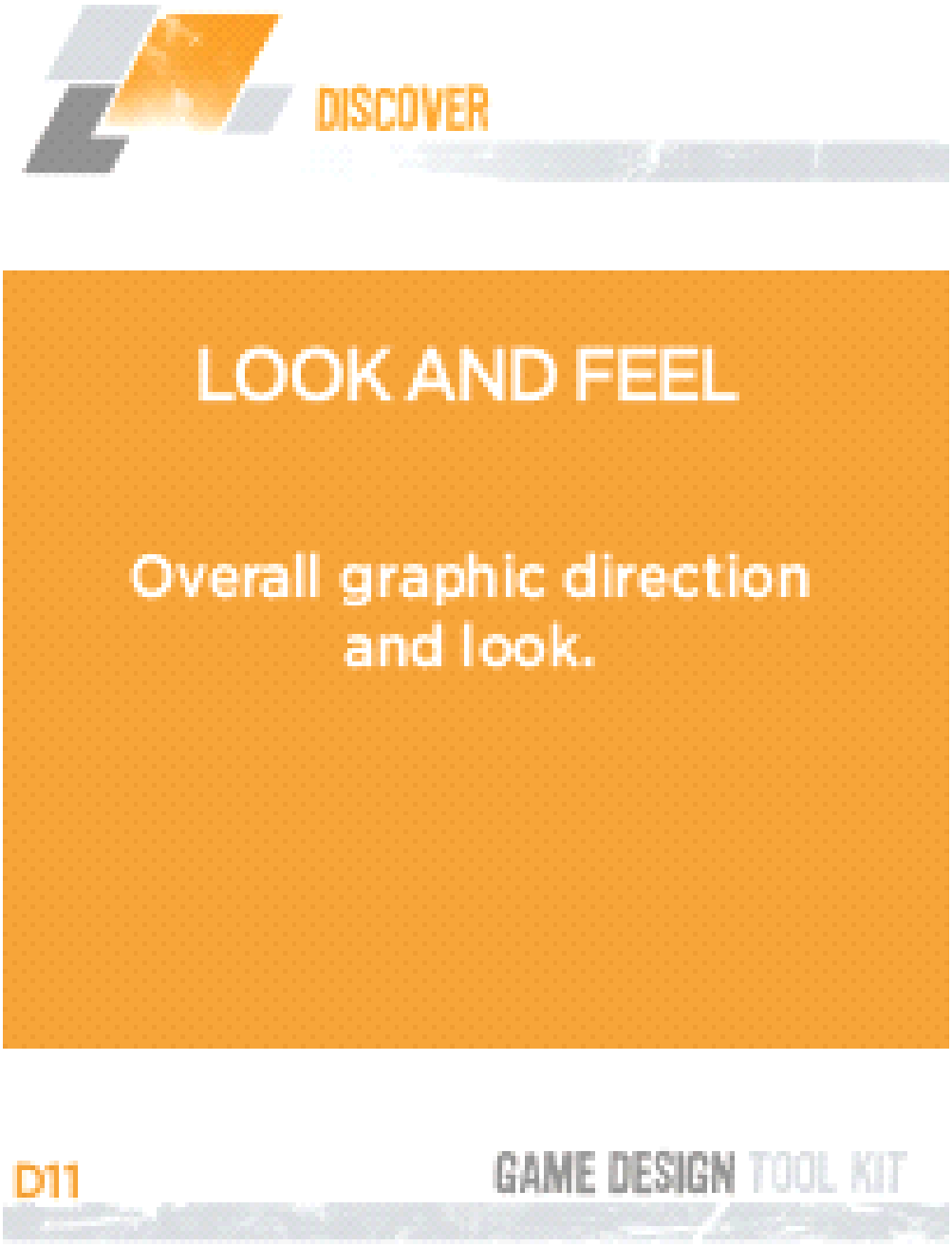
Saturday, October 13, 2012 11:06 PM



Screen clipping taken: 10/13/2012 11:06 PM

Discover 11

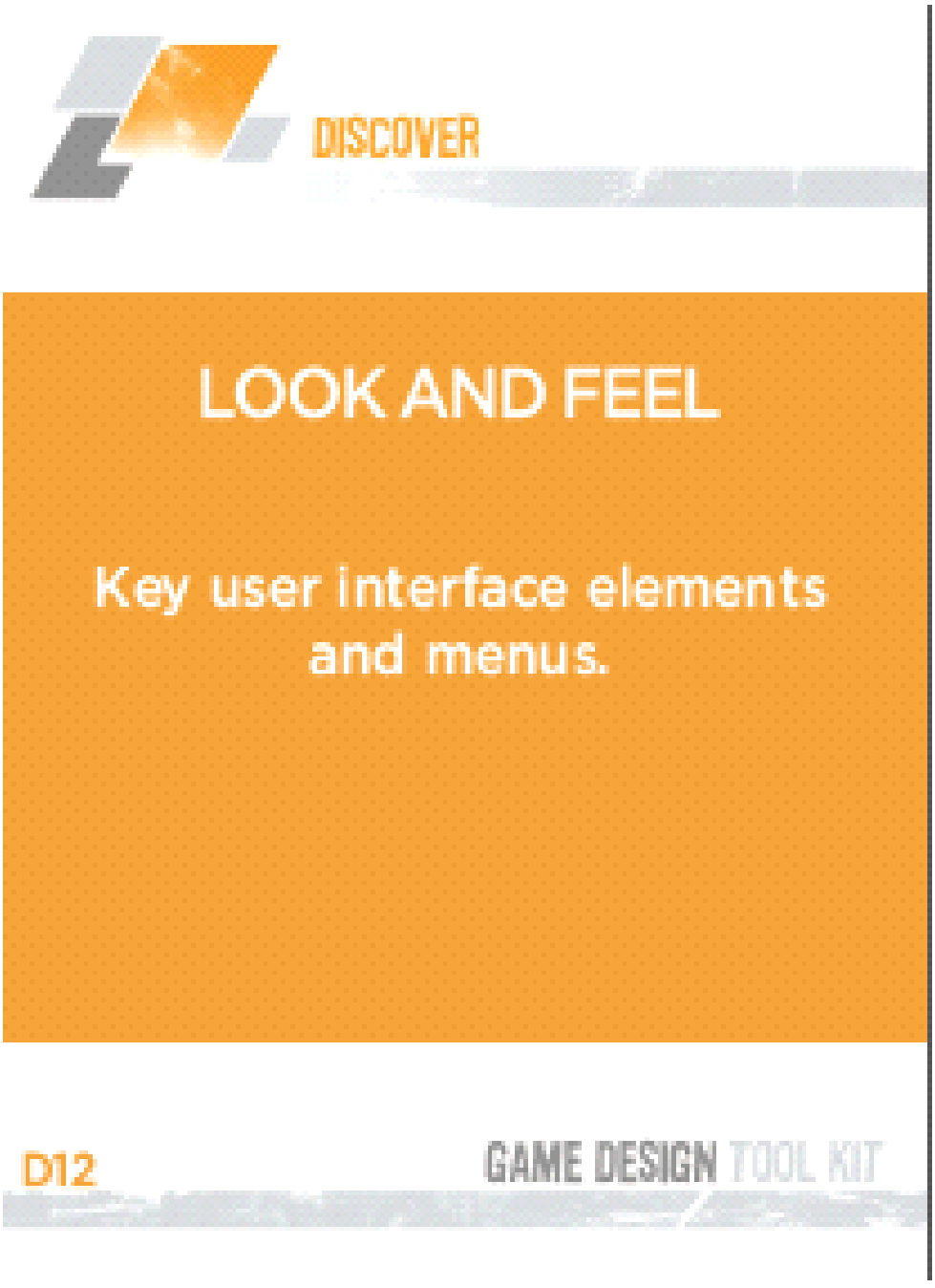
Saturday, October 13, 2012 11:08 PM



Screen clipping taken: 10/13/2012 11:09 PM

Discover 12

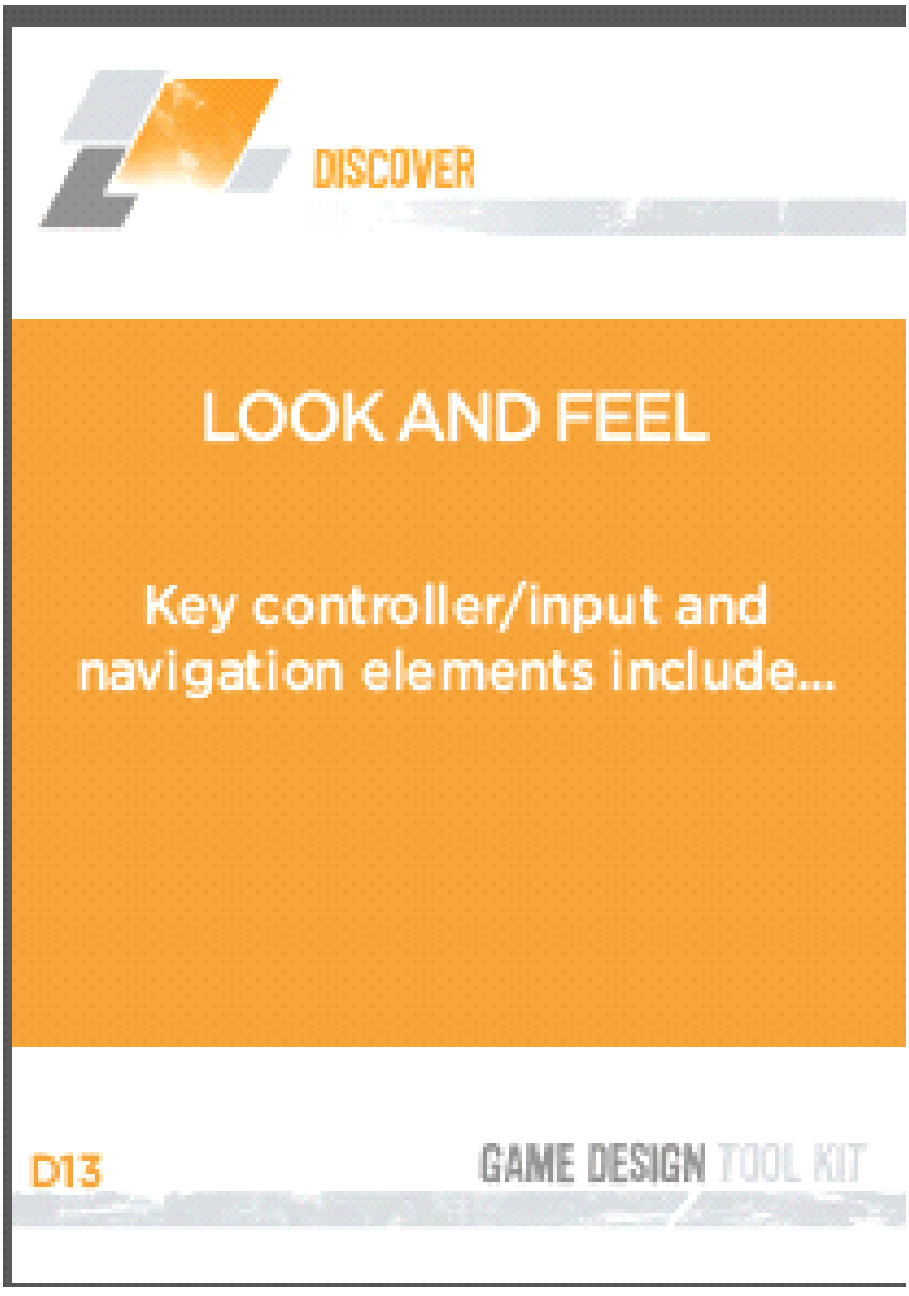
Saturday, October 13, 2012 11:09 PM



Screen clipping taken: 10/13/2012 11:10 PM

Discover 13

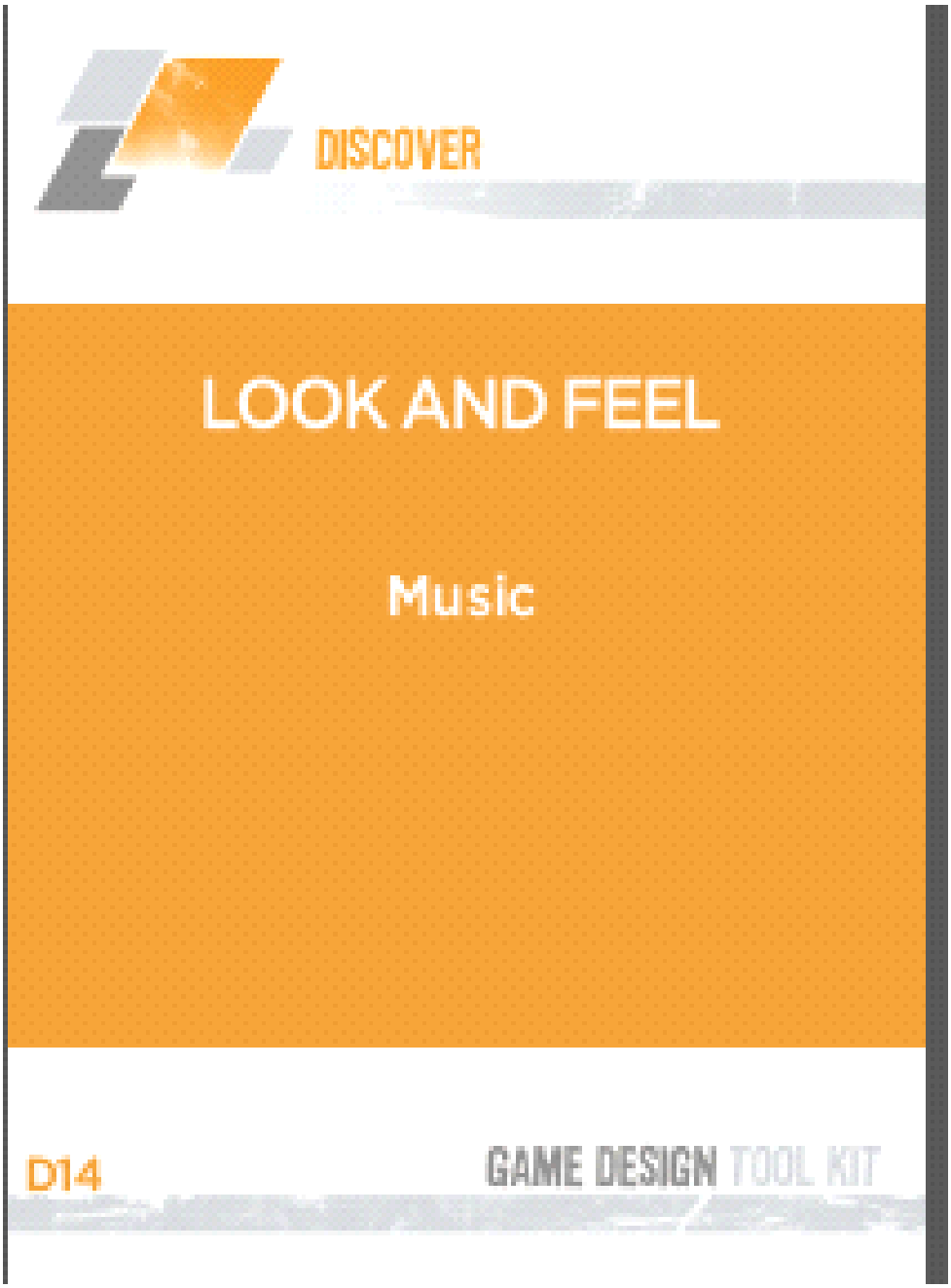
Saturday, October 13, 2012 11:11 PM



Screen clipping taken: 10/13/2012 11:11 PM

Discover 14

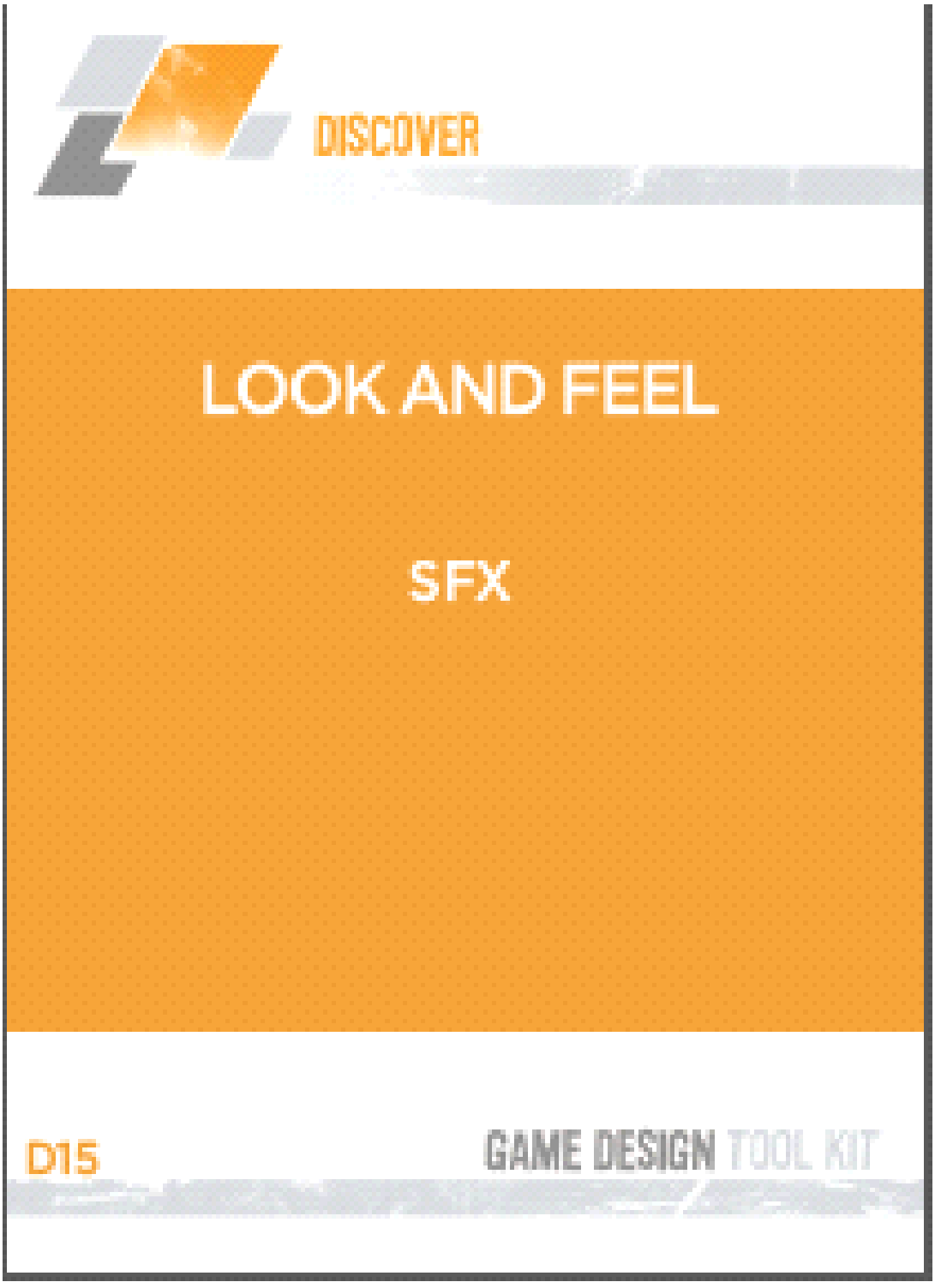
Saturday, October 13, 2012 11:11 PM



Screen clipping taken: 10/13/2012 11:12 PM

Discover 15

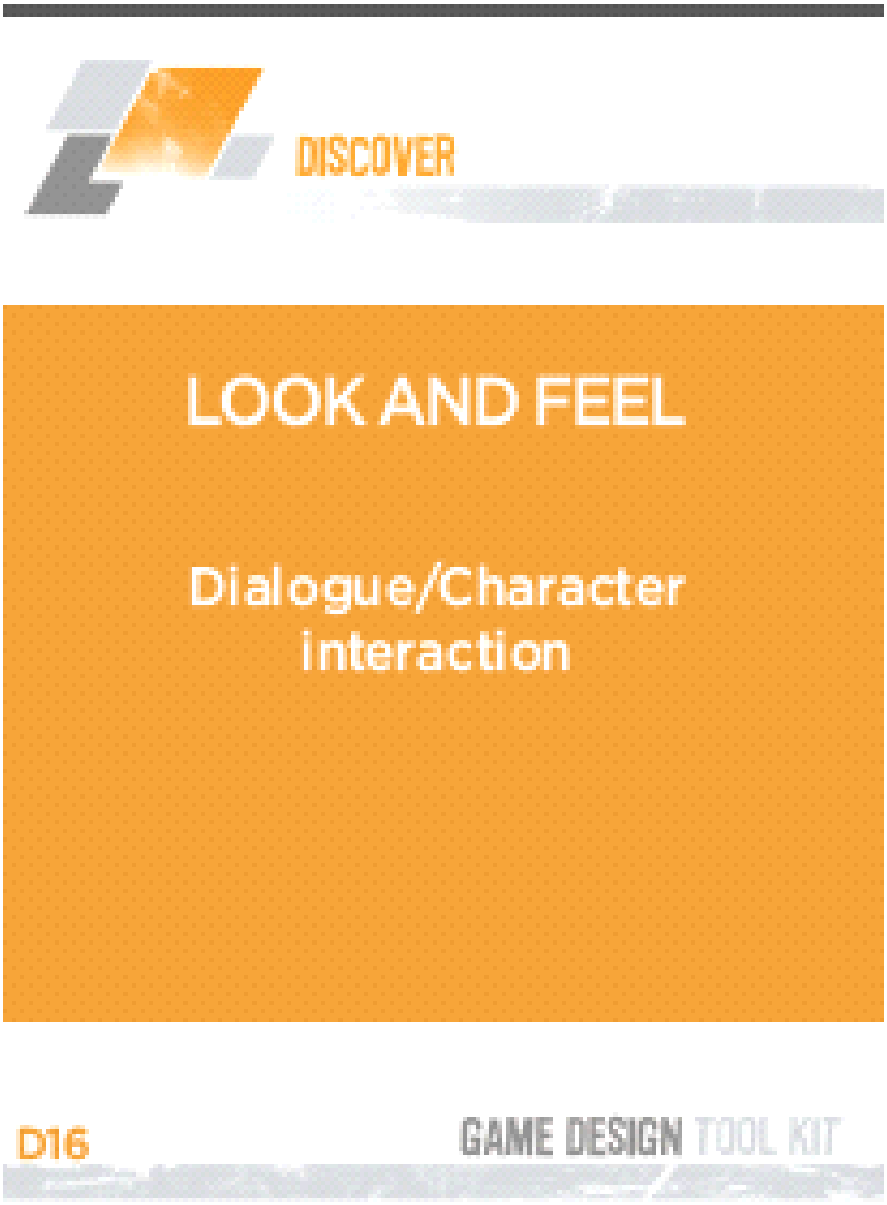
Saturday, October 13, 2012 11:13 PM



Screen clipping taken: 10/13/2012 11:13 PM

Discover 16

Saturday, October 13, 2012 11:14 PM



Screen clipping taken: 10/13/2012 11:14 PM

Create

Saturday, October 13, 2012 11:16 PM

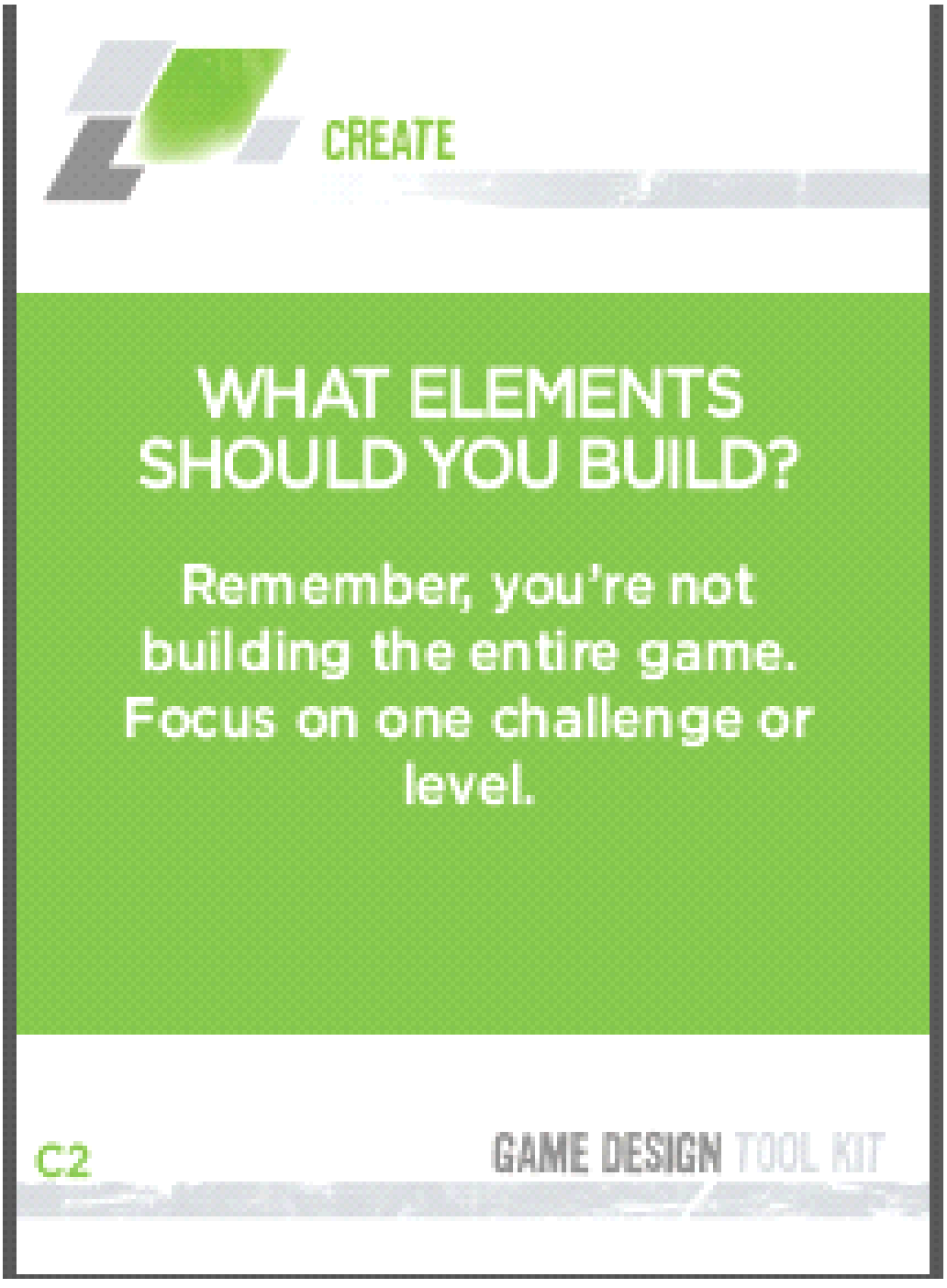
Screen clipping taken: 10/13/2012 11:17 PM

Create 1

Friday, October 12, 2012 3:24 PM

Create 2

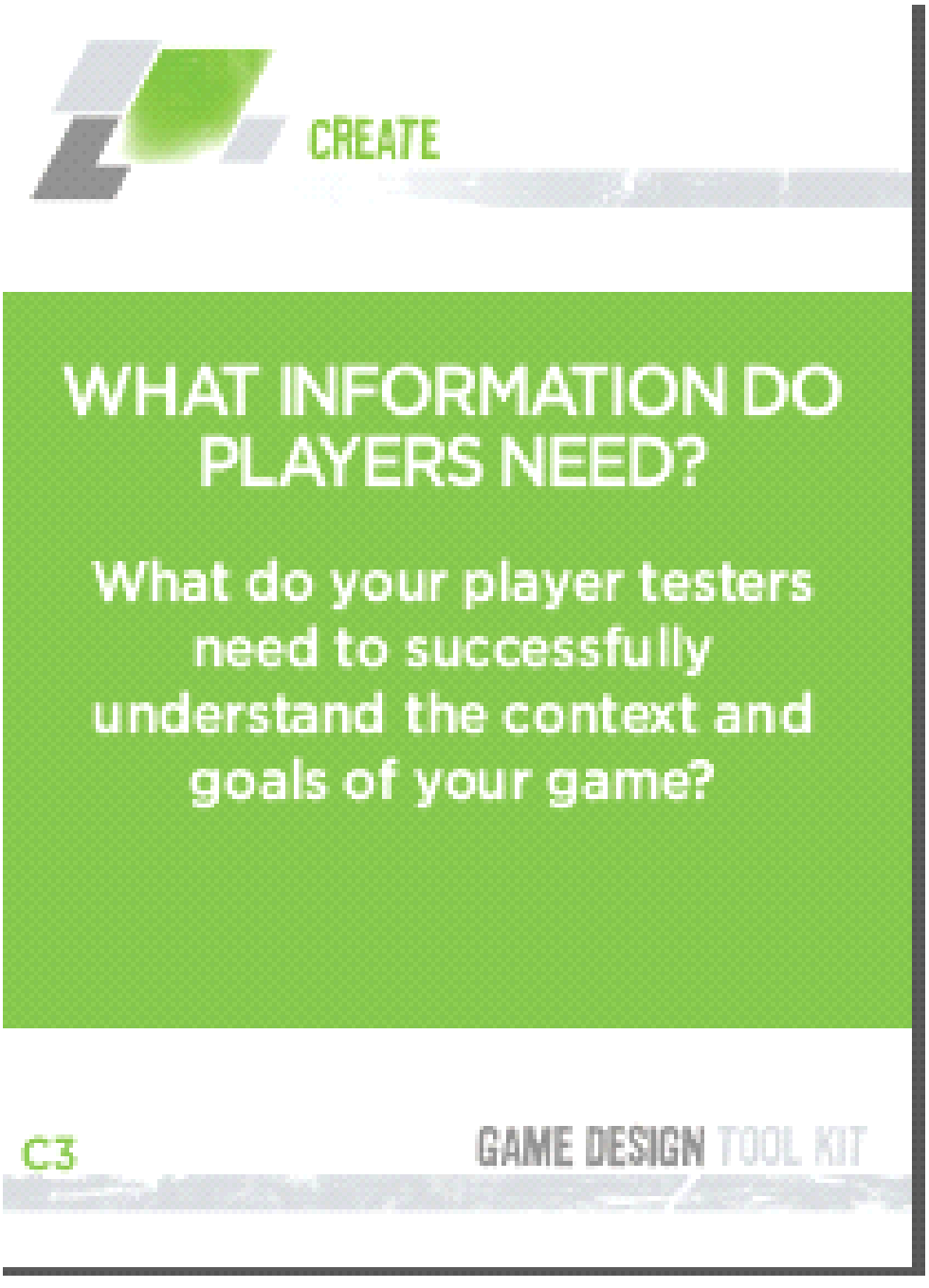
Saturday, October 13, 2012 11:18 PM



Screen clipping taken: 10/13/2012 11:18 PM

Create 3

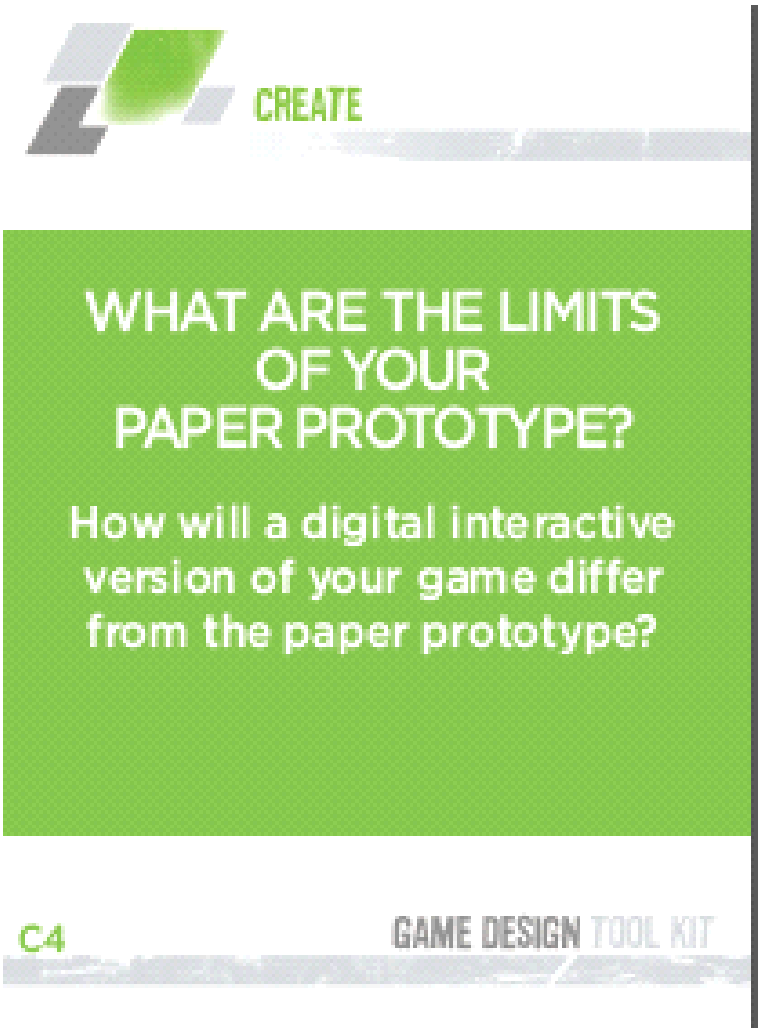
Saturday, October 13, 2012 11:19 PM



Screen clipping taken: 10/13/2012 11:19 PM

Create 4

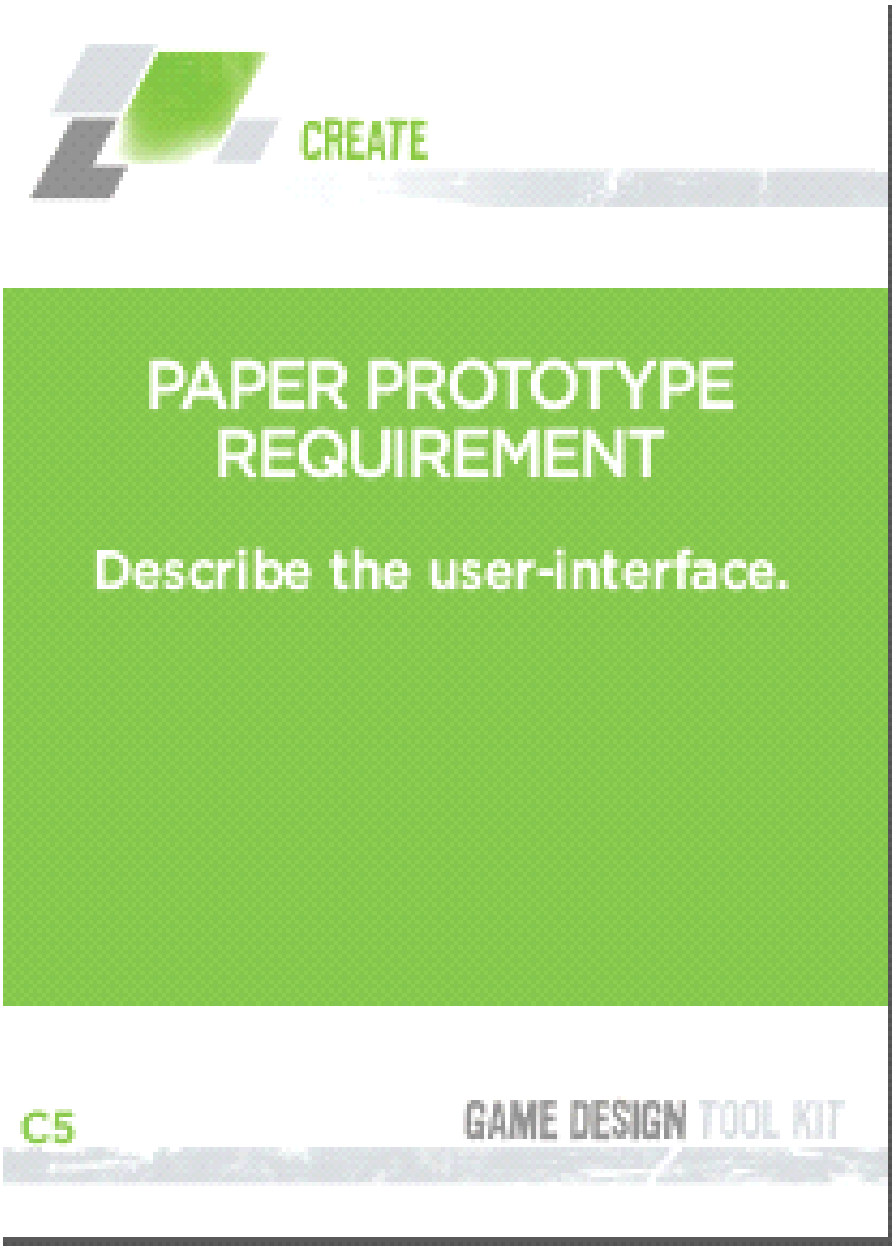
Saturday, October 13, 2012 11:19 PM



Screen clipping taken: 10/13/2012 11:20 PM

Create 5

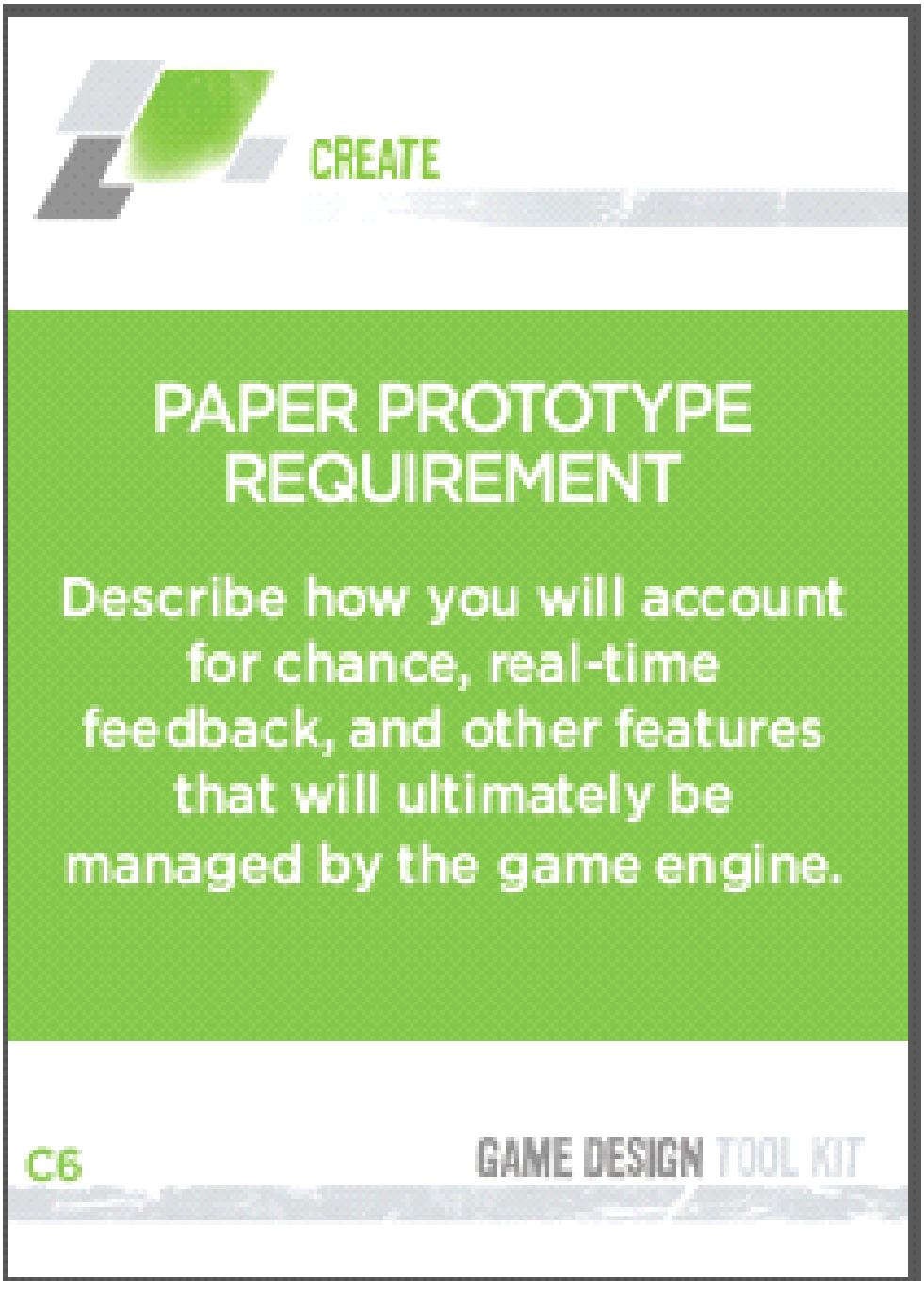
Saturday, October 13, 2012 11:20 PM



Screen clipping taken: 10/13/2012 11:21 PM

Create 6

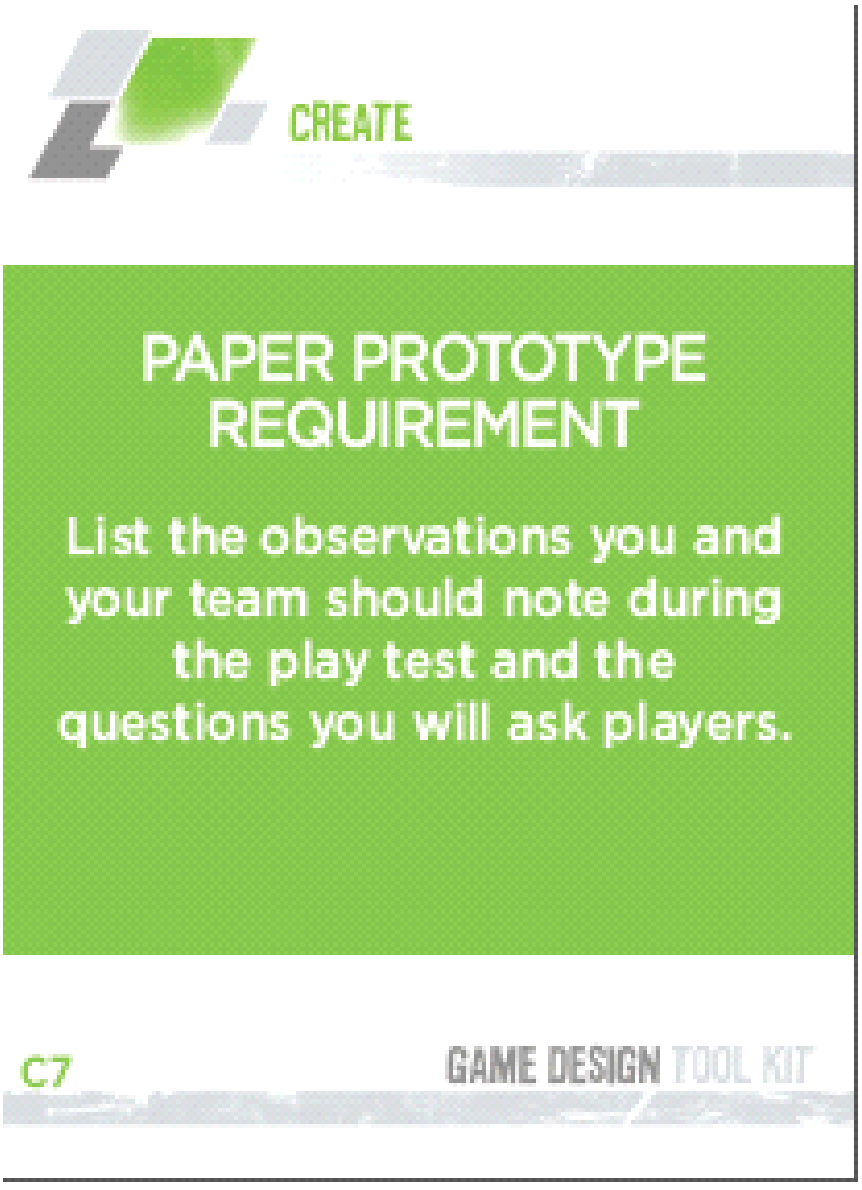
Saturday, October 13, 2012 11:21 PM



Screen clipping taken: 10/13/2012 11:22 PM

Create 7

Saturday, October 13, 2012 11:22 PM



Screen clipping taken: 10/13/2012 11:23 PM

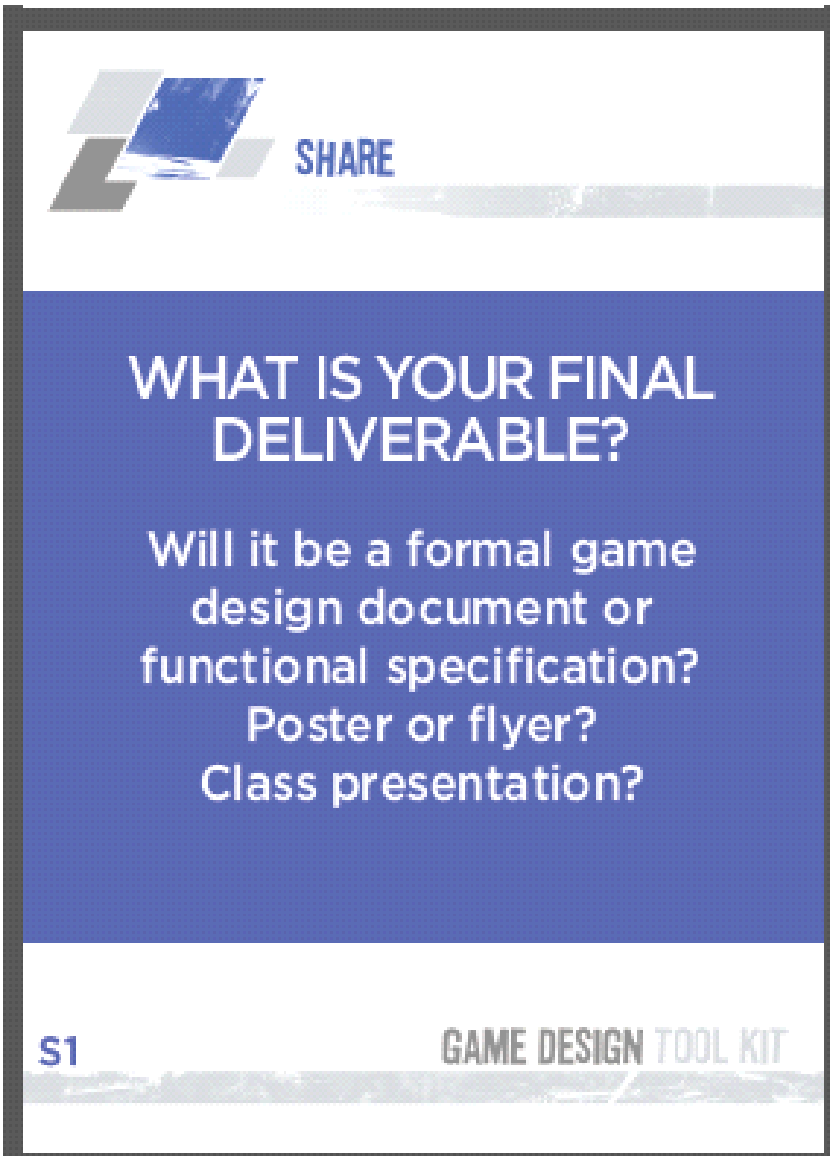
Share

Saturday, October 13, 2012 11:23 PM

Screen clipping taken: 10/13/2012 11:24 PM

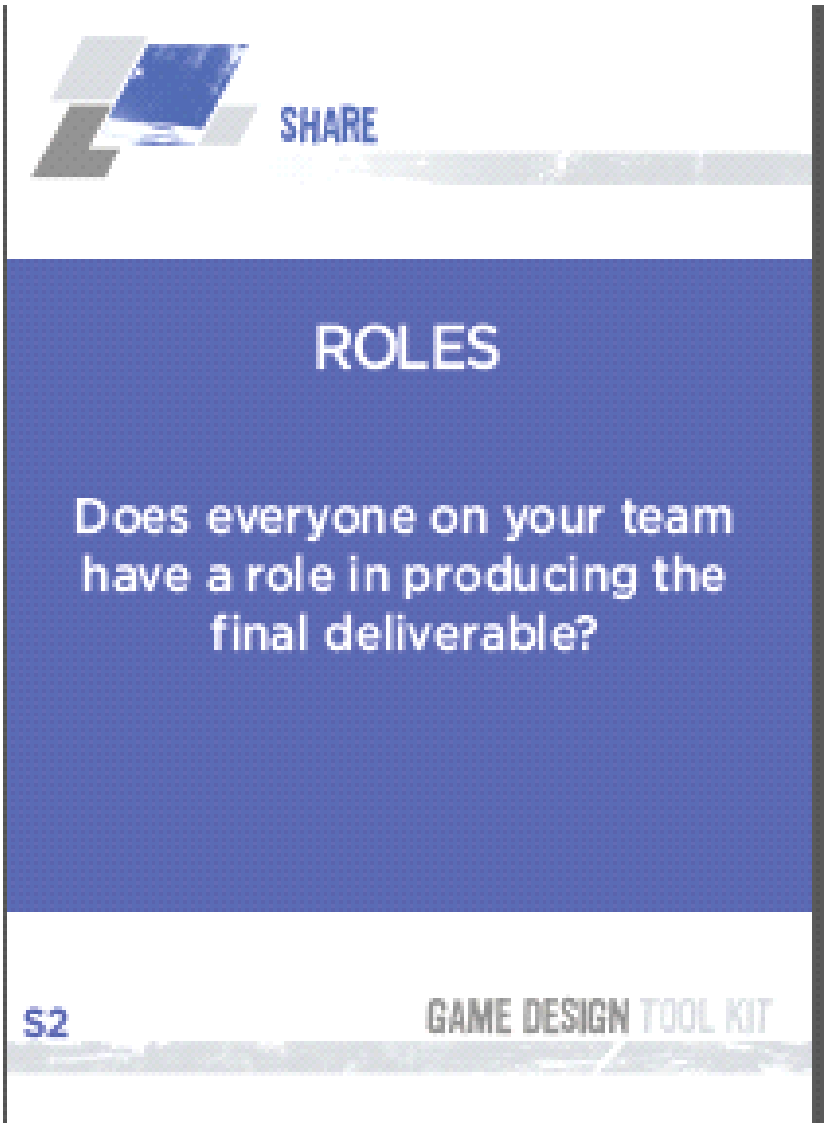
Share 1

Friday, October 12, 2012 3:25 PM



Share 2

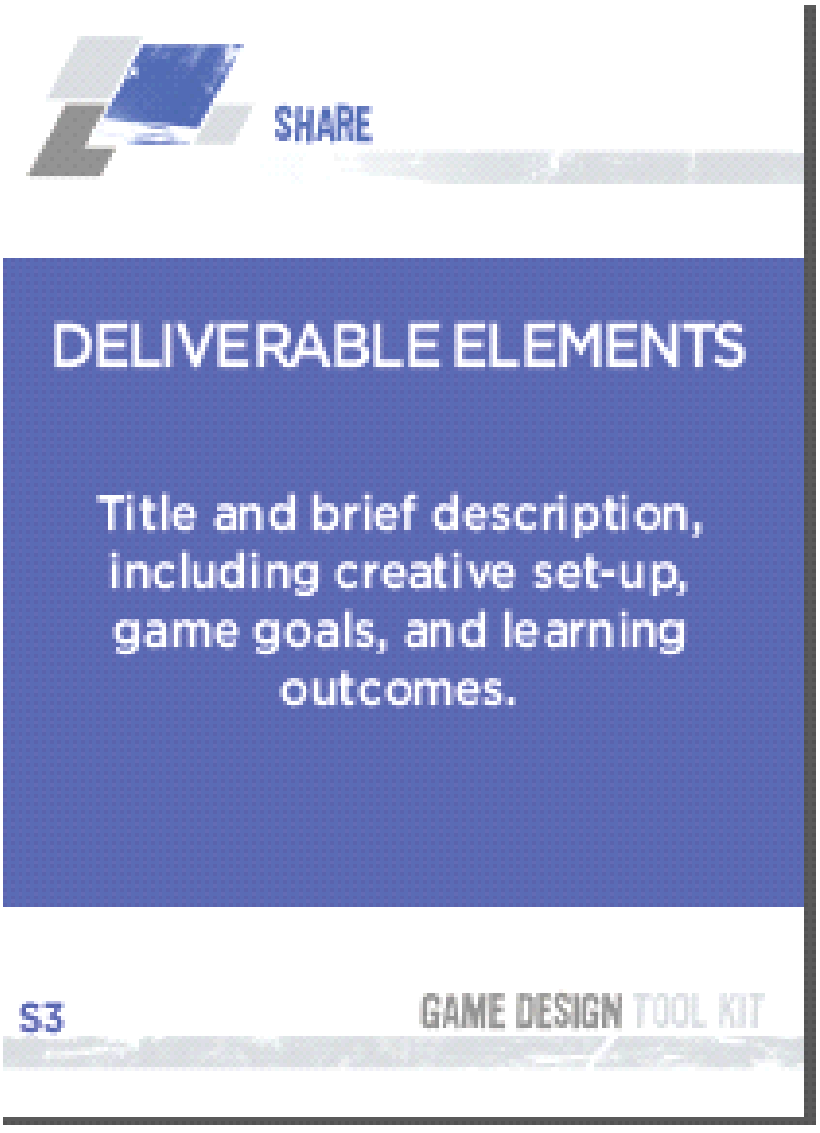
Saturday, October 13, 2012 11:25 PM



Screen clipping taken: 10/13/2012 11:25 PM

Share 3

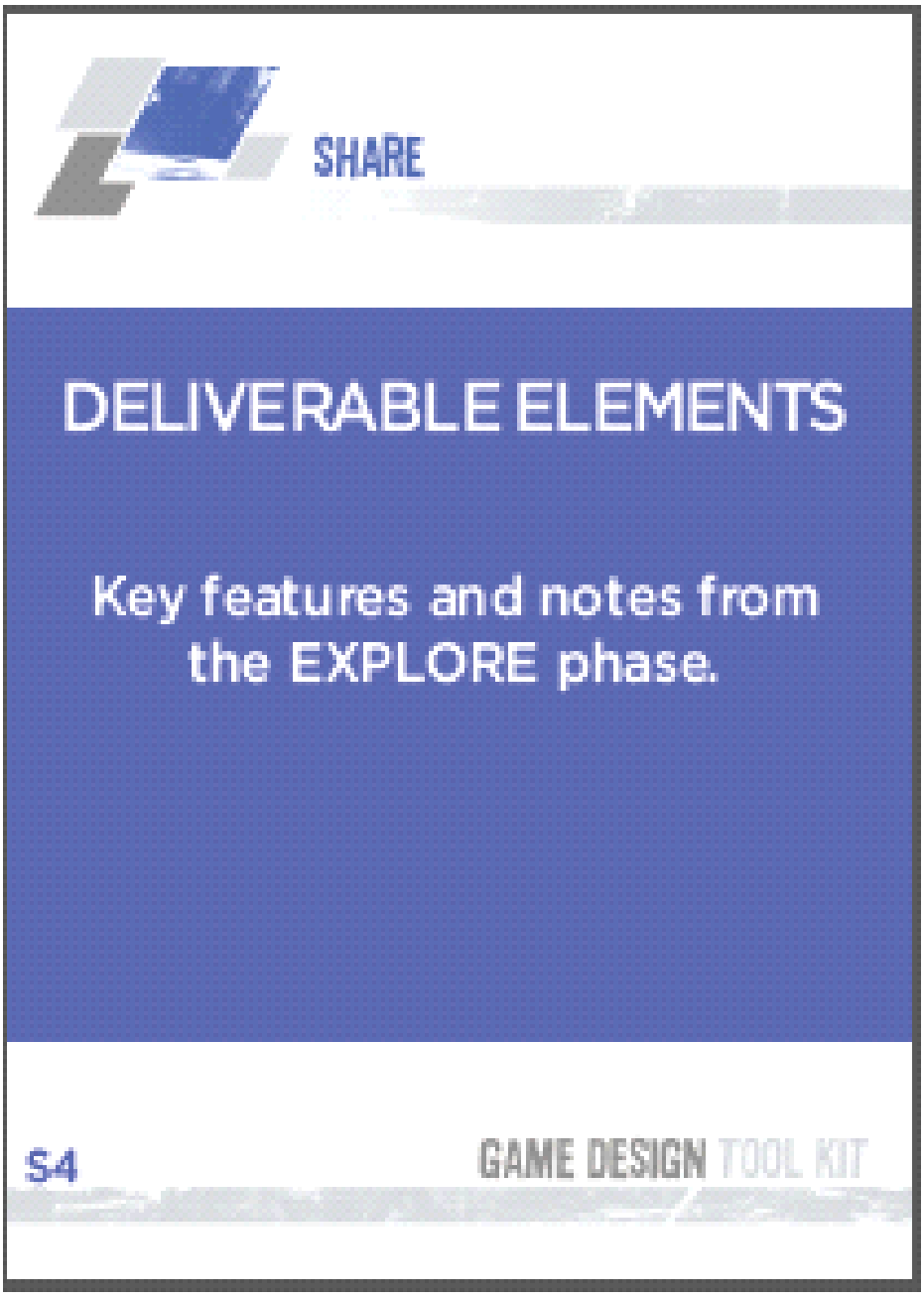
Saturday, October 13, 2012 11:26 PM



Screen clipping taken: 10/13/2012 11:26 PM

Share 4

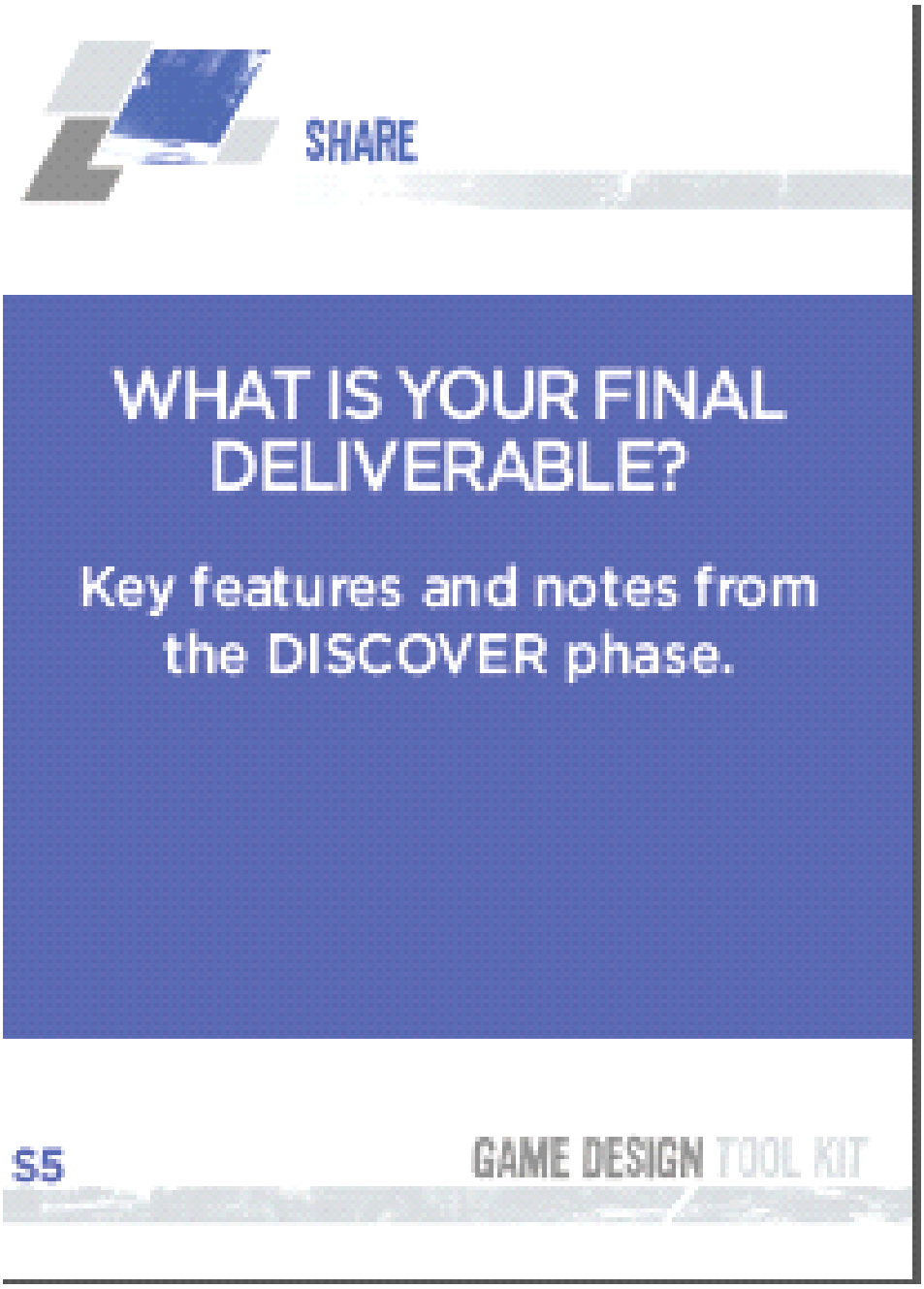
Saturday, October 13, 2012 11:27 PM



Screen clipping taken: 10/13/2012 11:28 PM

Share 5

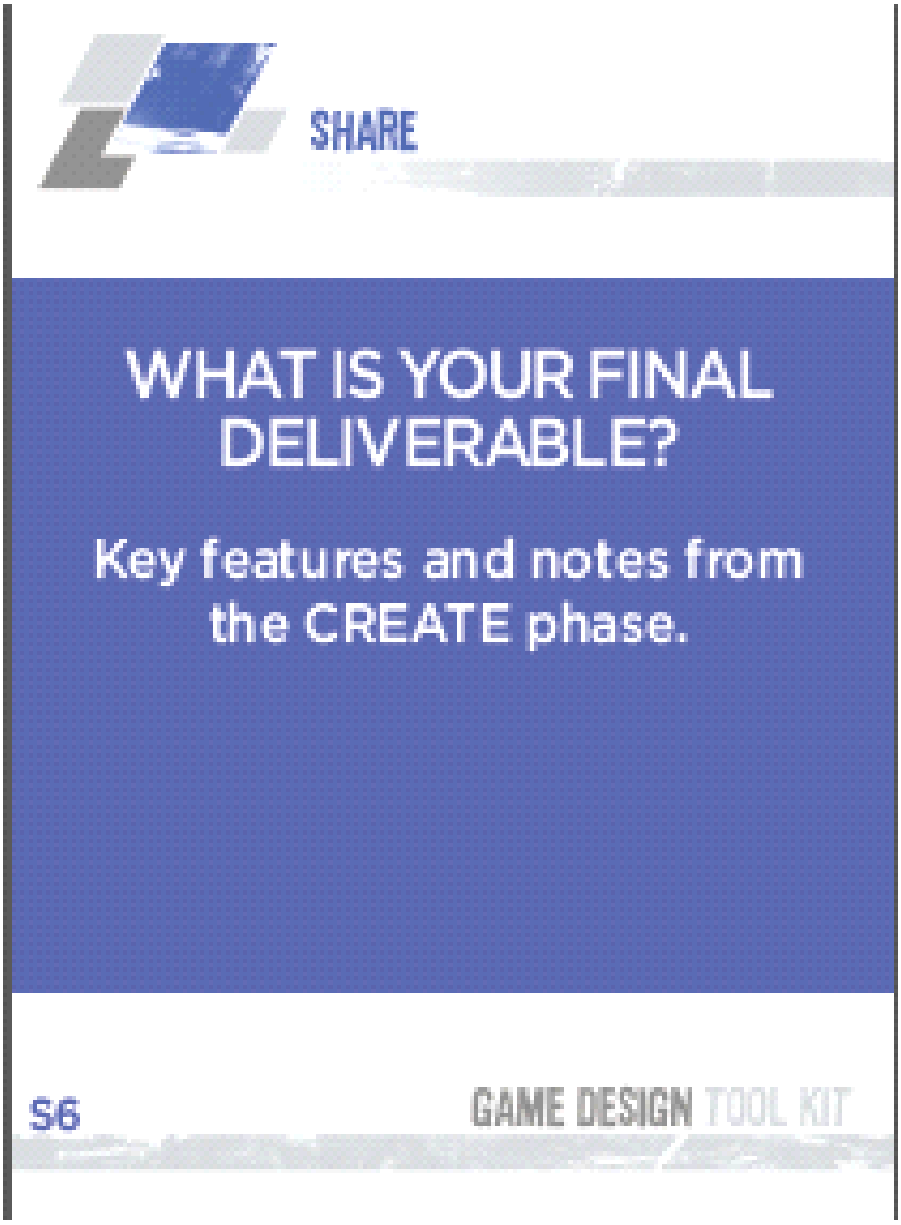
Saturday, October 13, 2012 11:28 PM



Screen clipping taken: 10/13/2012 11:29 PM

Share 6

Saturday, October 13, 2012 11:29 PM



Screen clipping taken: 10/13/2012 11:30 PM

Design Document

Saturday, October 13, 2012 11:30 PM

Notes for your Design Document
The Final Document will be attached as a Word Document to the last page of this section

Working Title

Sunday, October 14, 2012 12:01 AM

Be creative. Students should put on their marketing hats and consider cool names that will resonate with their audience, including other teachers and students.
Sub-titles may be used to describe the learning that will be supported by the concept. (One or two lines)

Game Story

Sunday, October 14, 2012 12:02 AM

This is where students really describe the world of the game and create a compelling, engaging back-story. It is a very detailed narrative of the space the player and other characters will inhabit within the game. It also provides some sense of the role the player will perform and what designers expect him or her to experience as they explore the world. While not all elements of the narrative will be produced in an eventual game, this section provides a sense of what happens in the game "world" before, during, and after the player passes through it.

(Four to Five pages)

Game Structure

Sunday, October 14, 2012 12:04 AM

This is a detailed narrative that describes the elements of play and important features that enable the game, including sub-sections on:
— Learning Goals, Challenges, and Levels
— Player role (avatar), Community (if any), and Non-Playable Characters/Agents
— Advancement/Achievement, including Sub-Levels, Points, Ranking
— Interface, Information, and Tools, including Navigation/Map, Chapter Index
— End Goal and/or Win State

(Six to eight pages from GDTK Discover, Create, and Share prompts.)

Player Experience

Sunday, October 14, 2012 12:06 AM

Story elements: Unlike the section on “Game Story,” which provided a very broad sense of the world, this section requires students to focus in on a step-by-step description of what the player experiences, learns, and does at each level or chapter of the game. It provide a nuts and bolts walk-through of the game concept so that readers can immediately recognize the creative play elements, as well as the anticipated learning path players will experience. Students may want to describe story elements and game challenges separately in this section to distinguish elements that are contextual or linear and those that are interactive and controlled by the player.

(Three to five pages from GDTK Discover and Create prompts.)

Interface and Game Flow

Sunday, October 14, 2012 12:25 AM

Building on “Game Flow”
and “Story Elements,” this section requires tables and/or charts that provide the reader with information about the kinds of menus, tools, and information sources the player can access as they progress through the game. If the concept is organized around levels/challenges, students may consider a more chapter-based interface. If a game concept requires the player to navigate a world, students may want to use maps to orient and direct the player. Regardless of the approach, students should provide some sense of the menus and choices the player can make to find information as he or she advances through the game. If students are developing an online social game, they should include information about how players communicate and collaborate, both synchronously (e.g., text or voice chat, SMS) and asynchronously (e.g., e-mail, discussion boards).

(One to three pages from GDTK Discover and Create prompts.)

Look & Feel Examples

Sunday, October 14, 2012 12:29 AM

To supplement the concept narrative and schematics, it's sometimes helpful to include screenshots and menus from games that have inspired a concept or informed design. While students need to be detailed and precise in writing the previous sections, this section provides an opportunity to exercise "short hand" in helping the reader visualize the game or understand how recommended play patterns and features emerge from or are used in other games.
(Three to five pages)

Prototype

Tuesday, March 12, 2013 3:02 PM

Upload a picture of your Paper Prototype to this page

Play Testing

Tuesday, March 12, 2013 3:03 PM

Upload documentation of Play Testing to this page. Video, Pictures, Audio or Player survey/interview

Final Design Document

Saturday, October 13, 2012 11:33 PM

Attach the Final Design Document as a Word File

Game Interaction Flow Chart

Saturday, October 13, 2012 11:35 PM

An Image of the Game Interaction Flow Chart should be inserted on this page

Resources

9:23 AM

Videos That Explain the Basics of Game Design

Tuesday, March 12, 2013 10:18 AM

Videos that explain the basics of game design
http://tinyurl.com/gamedesignbasics

A More In depth explanation of prototyping
http://tinyurl.com/PrototypingExpanded

Game Flow Chart Resources

Tuesday, March 12, 2013 10:19 AM

Example of
a Flow Ch...
Resources for Making Flow Charts
https://bubbl.us/

http://www.mindomo.com/edu/pricing.htm

http://www.mind42.com/

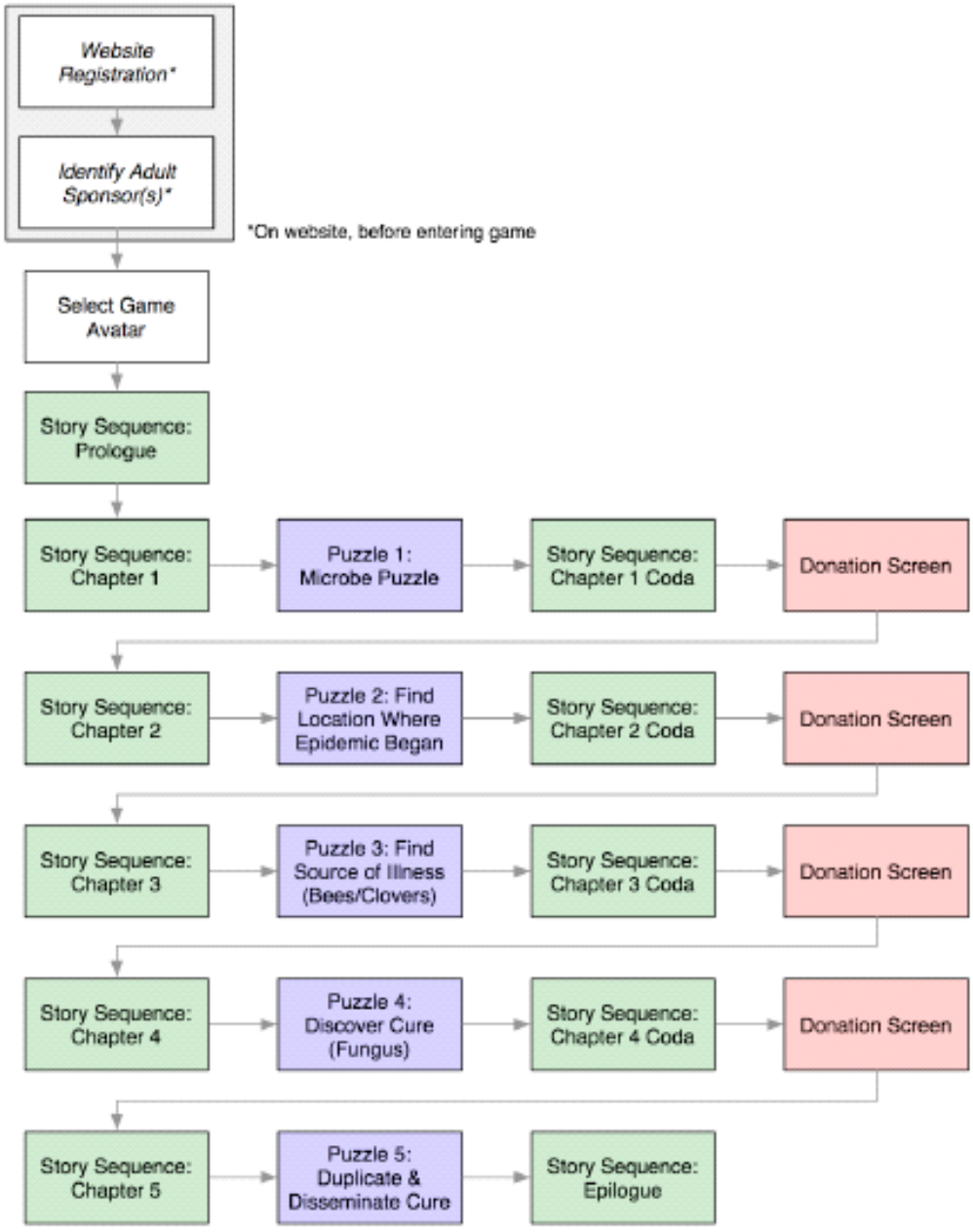
http://www.wisemapping.com/

Example of a Game Flow Chart

Tuesday, March 12, 2013 10:26 AM

Player Experience: Game Flow

This flowchart illustrates the primary path that players will follow as they work their way through the story sequences and puzzles. After players have entered the game, navigation controls will allow them to access the map screen (see details later in this document) from any screen in order to re-visit story sequences and replay puzzles that they have completed. However, players will have to successfully complete each puzzle and reach the required donation thresholds in order to progress forward through the story.



Example of a Design Document

Tuesday, March 12, 2013 3:09 PM

This is a draft design document for the game Caduceus go to http://kids.generationcures.org/play and see how close the final game is to the document.

CaduceusShell_v1-4