

Saturday, October 13, 2012 11:41 PM

the
GAME
DESIGN
TOOL KIT

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 1

Friday, October 12, 2012 3:06 PM



EXPLORE

RESEARCH

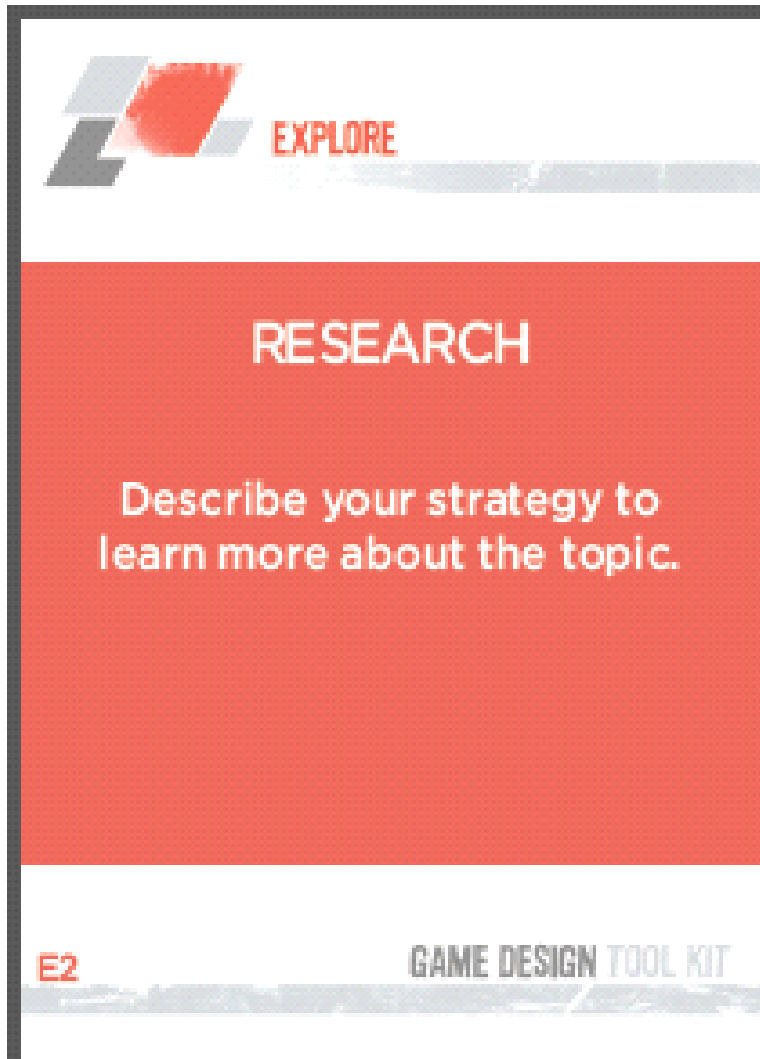
What do you want to learn more about?

What do you want to help others understand?

E1 GAME DESIGN TOOL KIT

Explore 2

Saturday, October 13, 2012 10:23 PM



The slide features a white header with a logo on the left consisting of a stylized 'E' made of grey and red geometric shapes, followed by the word 'EXPLORE' in red. The main body of the slide is a solid red rectangle containing the word 'RESEARCH' in white, bold, uppercase letters. Below this, the text 'Describe your strategy to learn more about the topic.' is written in white. The footer is white and contains 'E2' in red on the left and 'GAME DESIGN TOOL KIT' in grey on the right.

EXPLORE

RESEARCH

Describe your strategy to learn more about the topic.

E2 **GAME DESIGN TOOL KIT**

Explore 3

Saturday, October 13, 2012 10:28 PM

EXPLORE

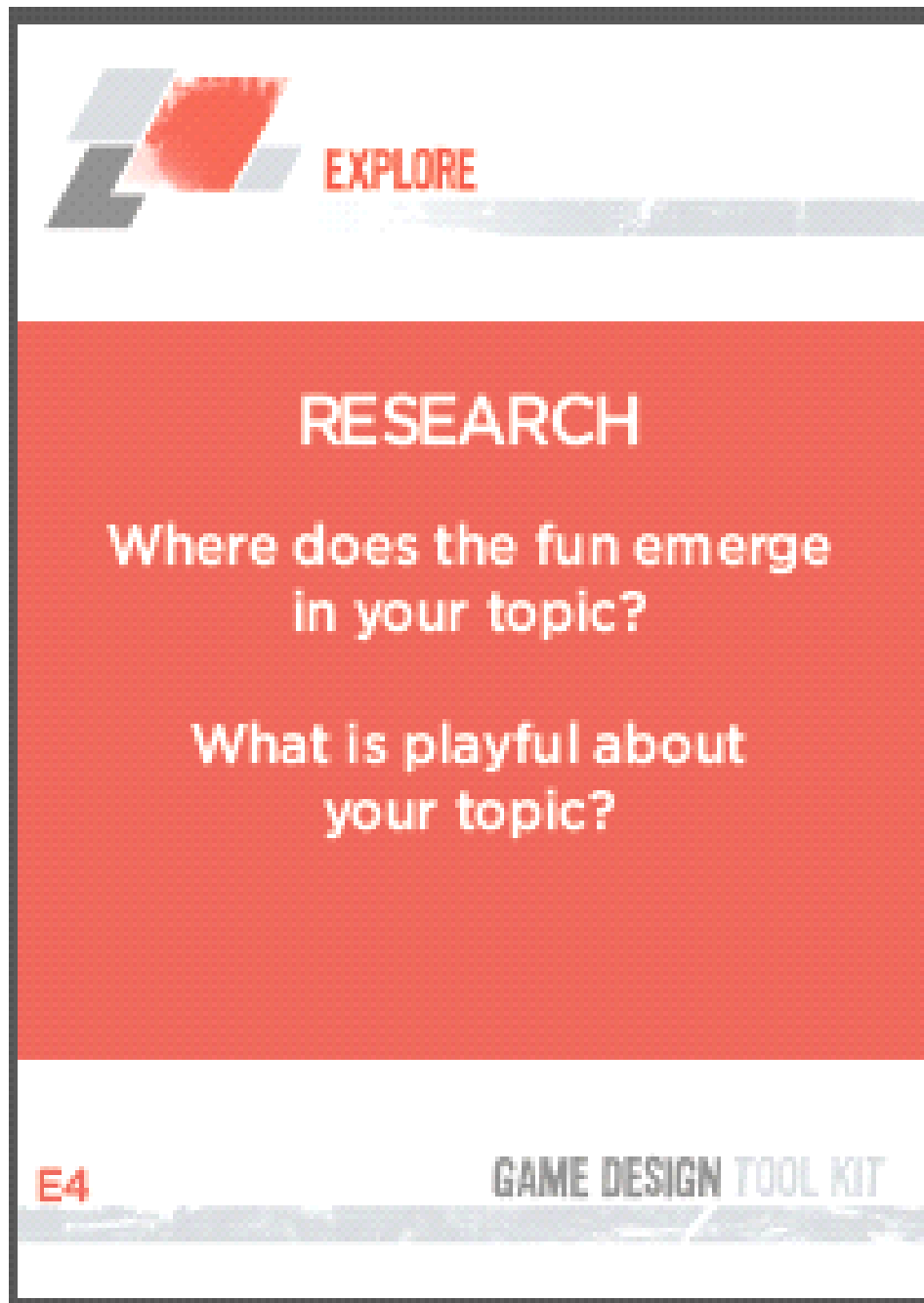
RESEARCH

List your sources, including interviews.

E3 GAME DESIGN TOOL KIT

Explore 4

Saturday, October 13, 2012 10:30 PM



The slide features a white header with a logo on the left consisting of three overlapping squares (two grey, one red) and the word "EXPLORE" in red. Below the header is a large red rectangular area containing the word "RESEARCH" in white, followed by two white questions: "Where does the fun emerge in your topic?" and "What is playful about your topic?". The footer is white and contains "E4" in red on the left and "GAME DESIGN TOOL KIT" in grey on the right.

EXPLORE

RESEARCH

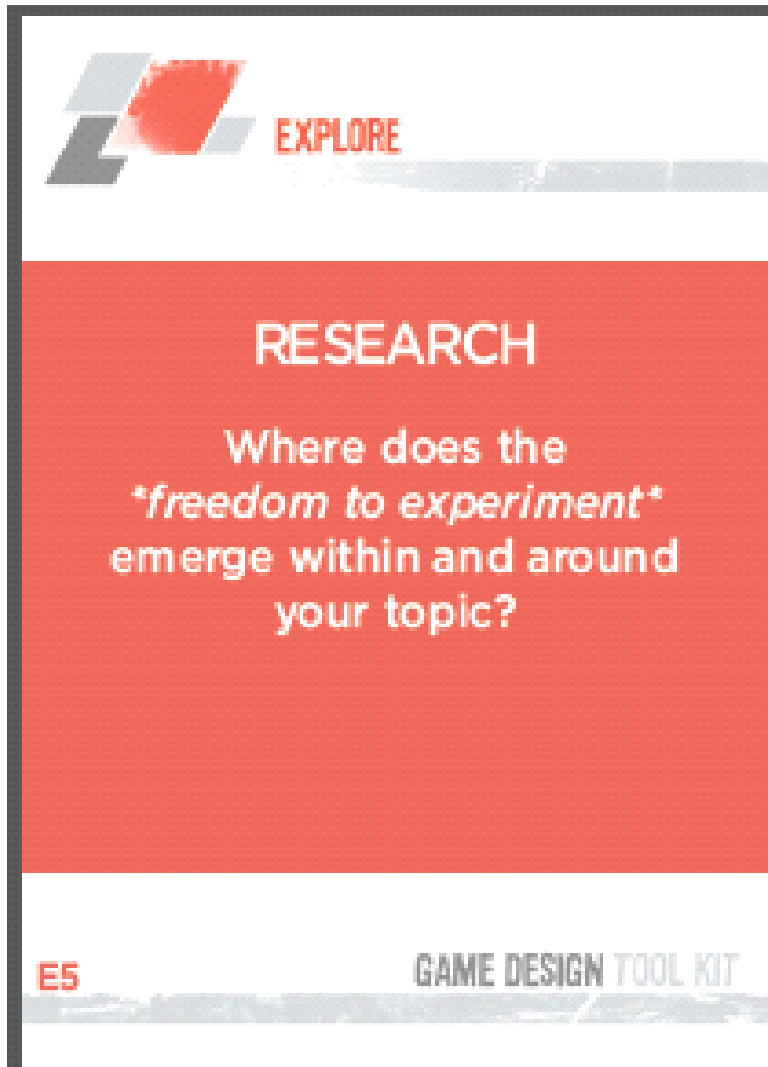
Where does the fun emerge
in your topic?

What is playful about
your topic?

E4 **GAME DESIGN TOOL KIT**

Explore 5

Saturday, October 13, 2012 10:37 PM



The slide features a white header with a logo of three overlapping squares (two grey, one red) and the word "EXPLORE" in red. The main body is a large red rectangle containing the word "RESEARCH" in white, followed by the question "Where does the *freedom to experiment* emerge within and around your topic?" in white. The footer is white with "E5" in red on the left and "GAME DESIGN TOOL KIT" in grey on the right.

EXPLORE

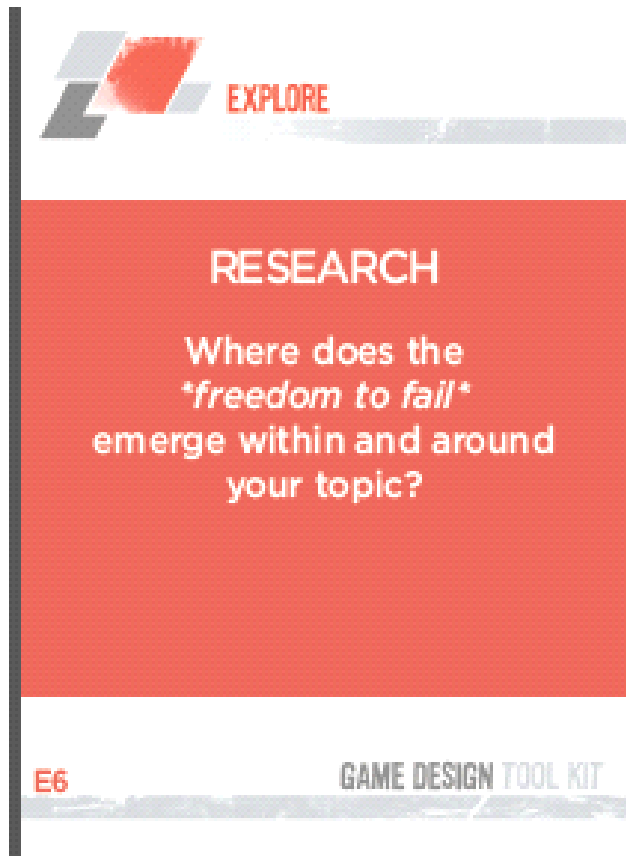
RESEARCH

Where does the
freedom to experiment
emerge within and around
your topic?

E5 **GAME DESIGN TOOL KIT**

Explore 6

Saturday, October 13, 2012 10:38 PM



The slide features a white header with a stylized logo of three overlapping squares (two grey, one red) and the word "EXPLORE" in red. The main body is a large red rectangle containing the word "RESEARCH" in white, followed by the question "Where does the *freedom to fail* emerge within and around your topic?" in white. The footer is white with "E6" in red on the left and "GAME DESIGN TOOL KIT" in grey on the right.

EXPLORE

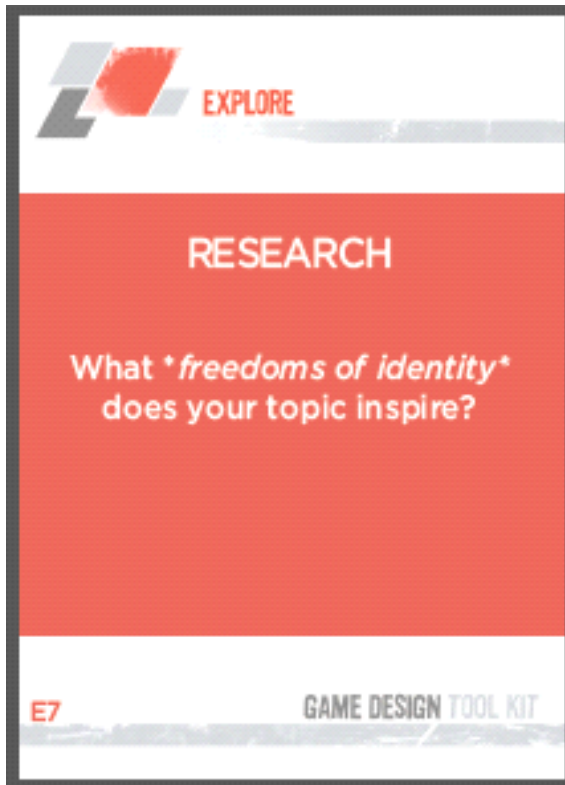
RESEARCH

Where does the
freedom to fail
emerge within and around
your topic?

E6 GAME DESIGN TOOL KIT

Explore 7

Saturday, October 13, 2012 10:47 PM



Explore 8

Saturday, October 13, 2012 10:49 PM

EXPLORE

RESEARCH

What **freedoms of effort** emerge around your topic?

E8 GAME DESIGN TOOL KIT

Explore 9

Saturday, October 13, 2012 10:50 PM

EXPLORE

RESEARCH

What vocabulary, definitions
and facts are critical to
understanding your topic?

E9 **GAME DESIGN TOOL KIT**

Explore 10

Saturday, October 13, 2012 10:52 PM



The slide features a white header with a logo on the left consisting of a grey 'L' shape and a red square. To the right of the logo, the word 'EXPLORE' is written in red. Below the header is a large red rectangular area containing the word 'RESEARCH' in white, followed by the question 'What processes and procedures are important to grasping your topic?' in white. At the bottom of the slide, there is a white footer with 'E10' on the left and 'GAME DESIGN TOOL KIT' on the right.

EXPLORE

RESEARCH

What processes and procedures are important to grasping your topic?

E10 **GAME DESIGN TOOL KIT**

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



LEARNING GOALS

What do you want players
to learn?

What's the target age/grade?

D1

GAME DESIGN TOOL KIT

Discover 2

Saturday, October 13, 2012 10:54 PM



MAIN GOAL OF THE GAME

To win, the player must...

D2

GAME DESIGN TOOL KIT

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

DISCOVER

**SUB-GOALS
OF THE GAME**

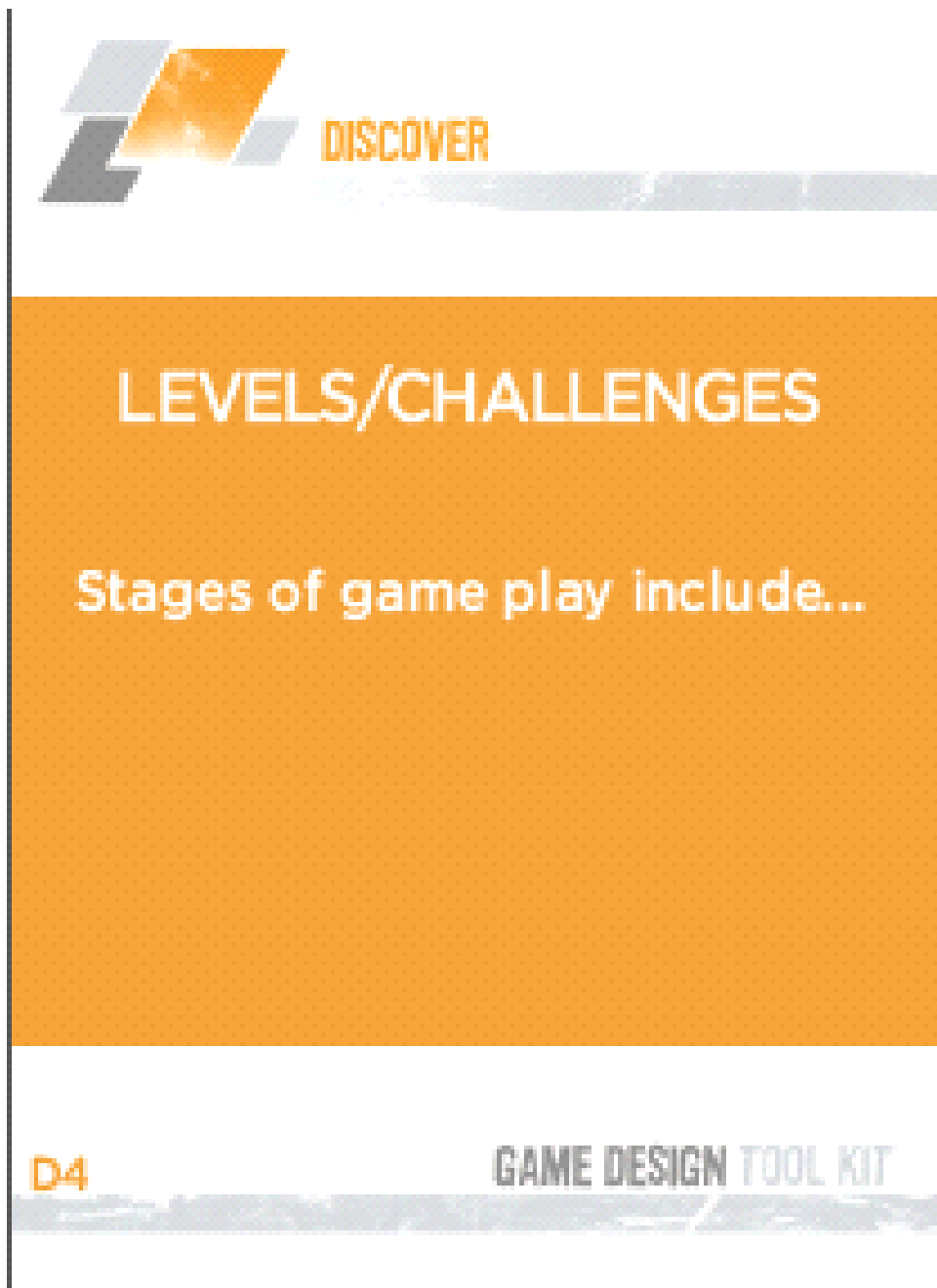
To advance a level, the
player must...

D3 **GAME DESIGN TOOL KIT**

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Discover 4

Saturday, October 13, 2012 10:58 PM



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



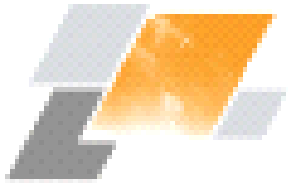
RULES

Global and level/challenge
specific goals include...

D5

GAME DESIGN TOOL KIT

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DISCOVER



SCORING

Players earn points and
receive achievements for...

D6

GAME DESIGN TOOL KIT





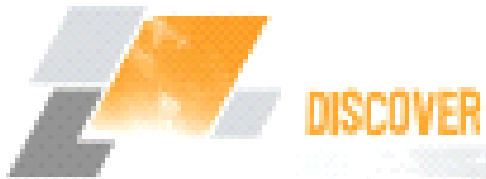
KEY CREATIVE ELEMENTS

Play space setting and
description...

D7

GAME DESIGN TOOL KIT

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



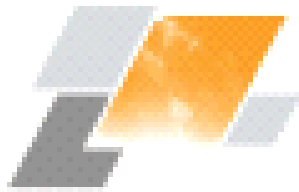
CHARACTERS

The player acts as... and has
specific props, features.

D8

GAME DESIGN TOOL KIT

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



DISCOVER

CHARACTERS

Protagonist(s):
Powers, props and features

D9

GAME DESIGN TOOL KIT



CHARACTERS

Antagonist(s):
Powers, props and features

D10

GAME DESIGN TOOL KIT

Discover 11

Saturday, October 13, 2012 11:08 PM



LOOK AND FEEL

Overall graphic direction
and look.

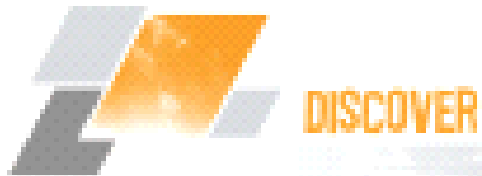
D11

GAME DESIGN TOOL KIT

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Discover 12

Saturday, October 13, 2012 11:09 PM



LOOK AND FEEL

Key user interface elements
and menus.


D12

GAME DESIGN TOOL KIT

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Discover 13

Saturday, October 13, 2012 11:11 PM



DISCOVER

LOOK AND FEEL

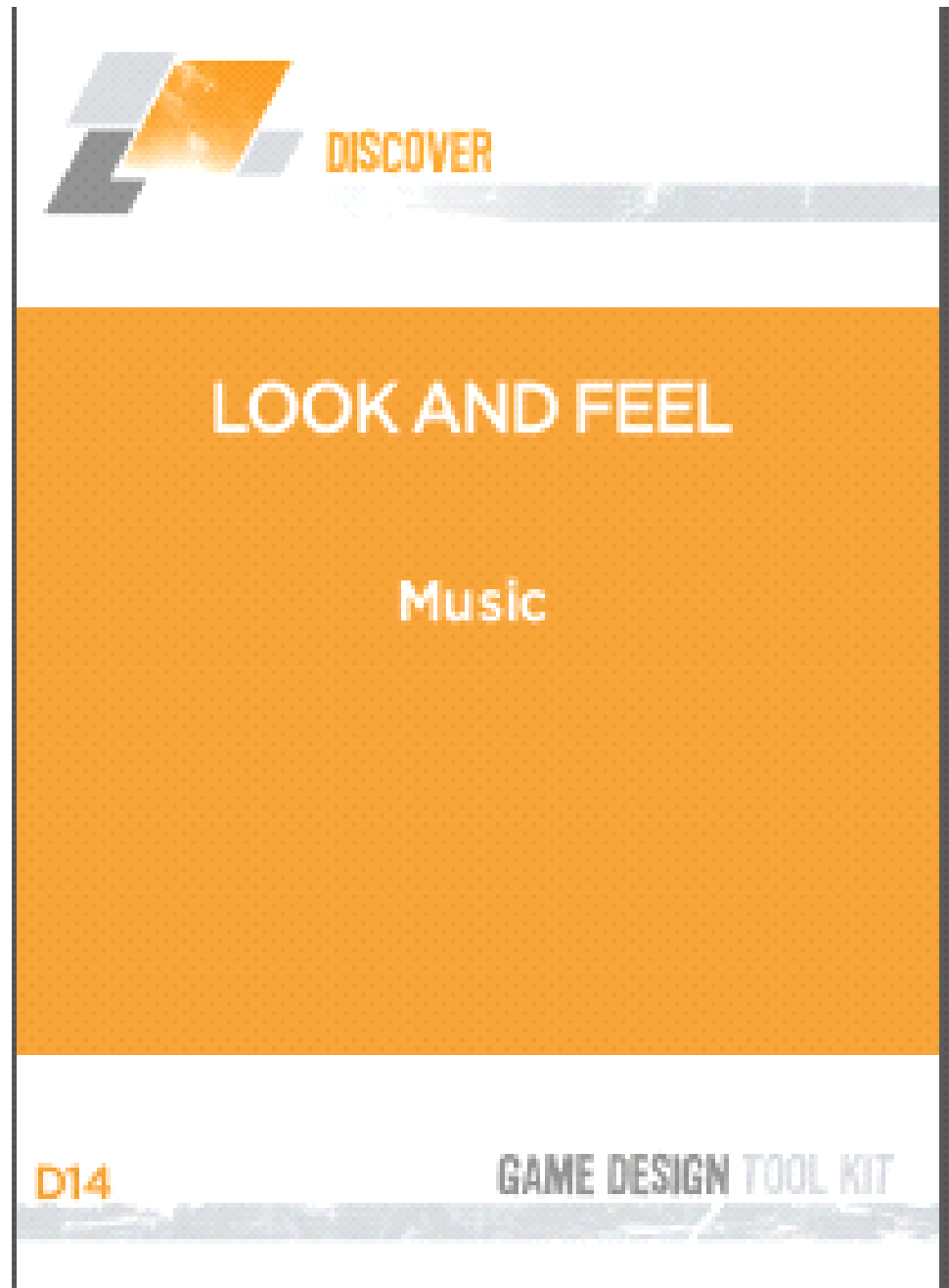
Key controller/input and navigation elements include...

D13 GAME DESIGN TOOL KIT

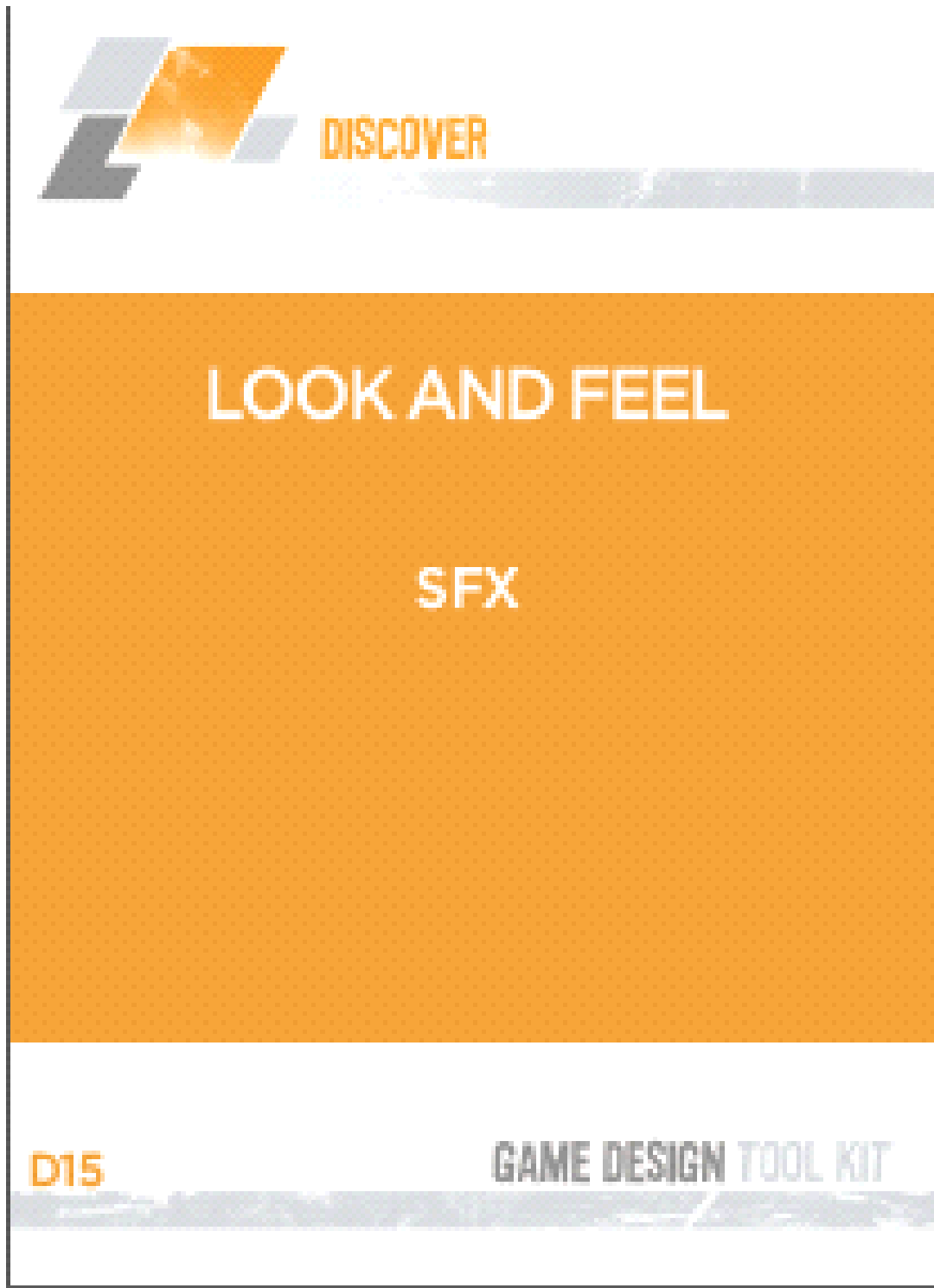
Screen clipping taken: 10/13/2012 11:11 PM

Discover 14

Saturday, October 13, 2012 11:11 PM



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



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

Discover 16

Saturday, October 13, 2012 11:14 PM



LOOK AND FEEL

Dialogue/Character
interaction

D16

GAME DESIGN TOOL KIT


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Create

Saturday, October 13, 2012 11:16 PM



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

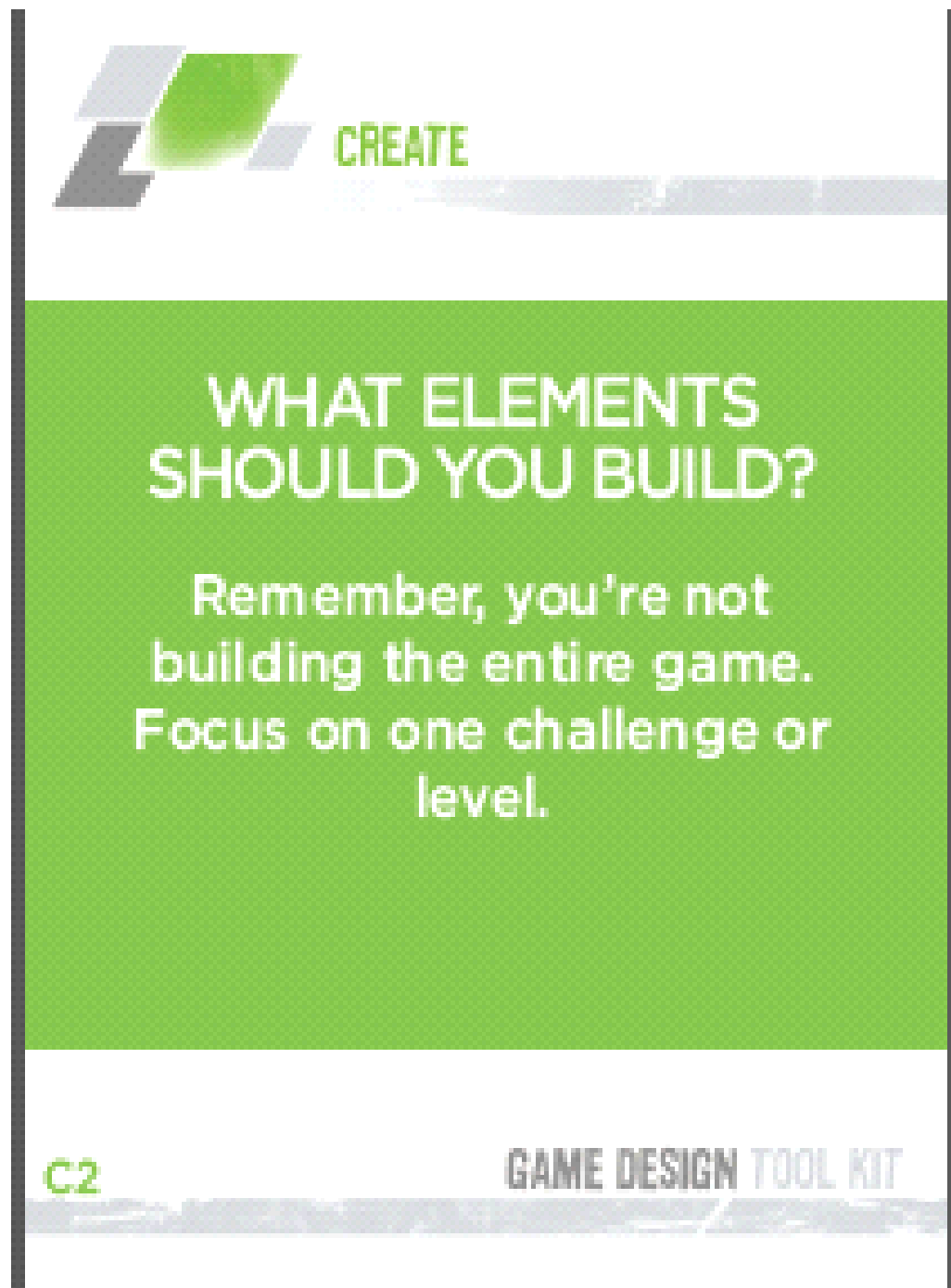
 **CREATE**

WHAT DO YOU WANT TO TEST?

How will play testing answer your questions about the design?

What questions do you want to answer by producing a prototype?

C1 **GAME DESIGN TOOL KIT**



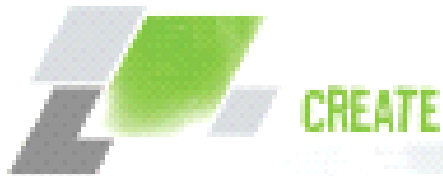
CREATE

WHAT ELEMENTS SHOULD YOU BUILD?

Remember, you're not building the entire game. Focus on one challenge or level.

C2 **GAME DESIGN TOOL KIT**

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



WHAT INFORMATION DO PLAYERS NEED?

What do your player testers need to successfully understand the context and goals of your game?

C3

GAME DESIGN TOOL KIT

Create 4

Saturday, October 13, 2012 11:19 PM



WHAT ARE THE LIMITS OF YOUR PAPER PROTOTYPE?

How will a digital interactive
version of your game differ
from the paper prototype?

C4

GAME DESIGN TOOL KIT

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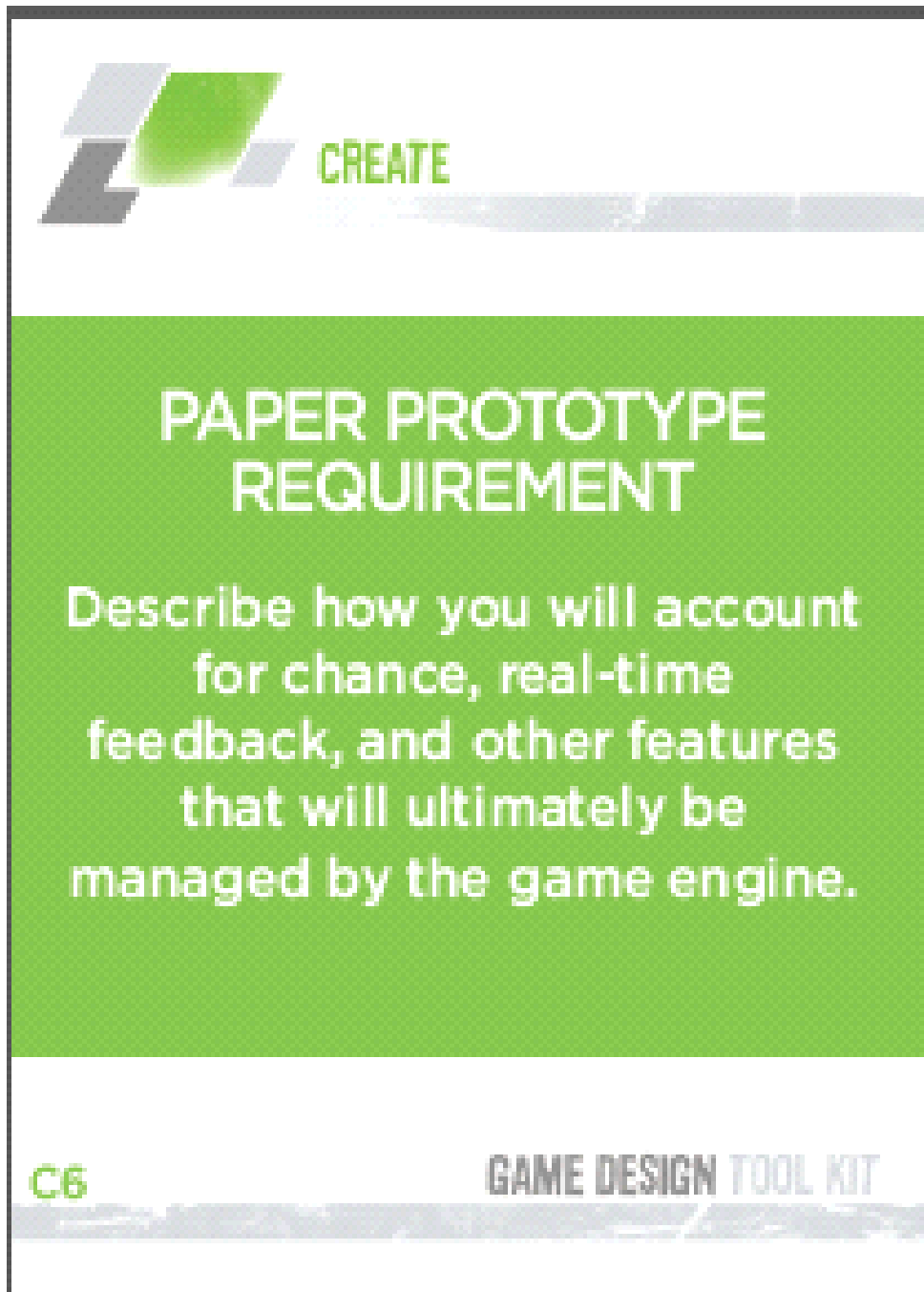
PAPER PROTOTYPE REQUIREMENT

Describe the user-interface.

C5

GAME DESIGN TOOL KIT

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



The image is a screenshot of a presentation slide. At the top left, there is a logo consisting of three overlapping rectangular shapes in shades of gray and green, followed by the word "CREATE" in a bold, green, sans-serif font. Below the logo is a horizontal gray bar. The main body of the slide is a large green rectangle containing the text "PAPER PROTOTYPE REQUIREMENT" in white, bold, uppercase letters. Below this title, the text "Describe how you will account for chance, real-time feedback, and other features that will ultimately be managed by the game engine." is written in white, sans-serif font. At the bottom left of the slide, the letters "C6" are displayed in a green, bold font. At the bottom right, the words "GAME DESIGN TOOL KIT" are written in a gray, bold, sans-serif font. A horizontal gray bar runs across the bottom of the slide, partially overlapping the "GAME DESIGN TOOL KIT" text.

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PAPER PROTOTYPE REQUIREMENT

List the observations you and your team should note during the play test and the questions you will ask players.

C7

GAME DESIGN TOOL KIT

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Share


Saturday, October 13, 2012 11:23 PM



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Share 1

Friday, October 12, 2012 3:25 PM



SHARE


WHAT IS YOUR FINAL DELIVERABLE?

Will it be a formal game design document or functional specification?
Poster or flyer?
Class presentation?

S1 **GAME DESIGN TOOL KIT**

Share 2

Saturday, October 13, 2012 11:25 PM



SHARE

ROLES

Does everyone on your team
have a role in producing the
final deliverable?

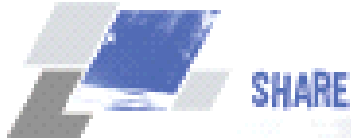
S2

GAME DESIGN TOOL KIT

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Share 3

Saturday, October 13, 2012 11:26 PM



DELIVERABLE ELEMENTS


Title and brief description,
including creative set-up,
game goals, and learning
outcomes.

S3 **GAME DESIGN TOOL KIT**

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Share 4

Saturday, October 13, 2012 11:27 PM



SHARE

DELIVERABLE ELEMENTS

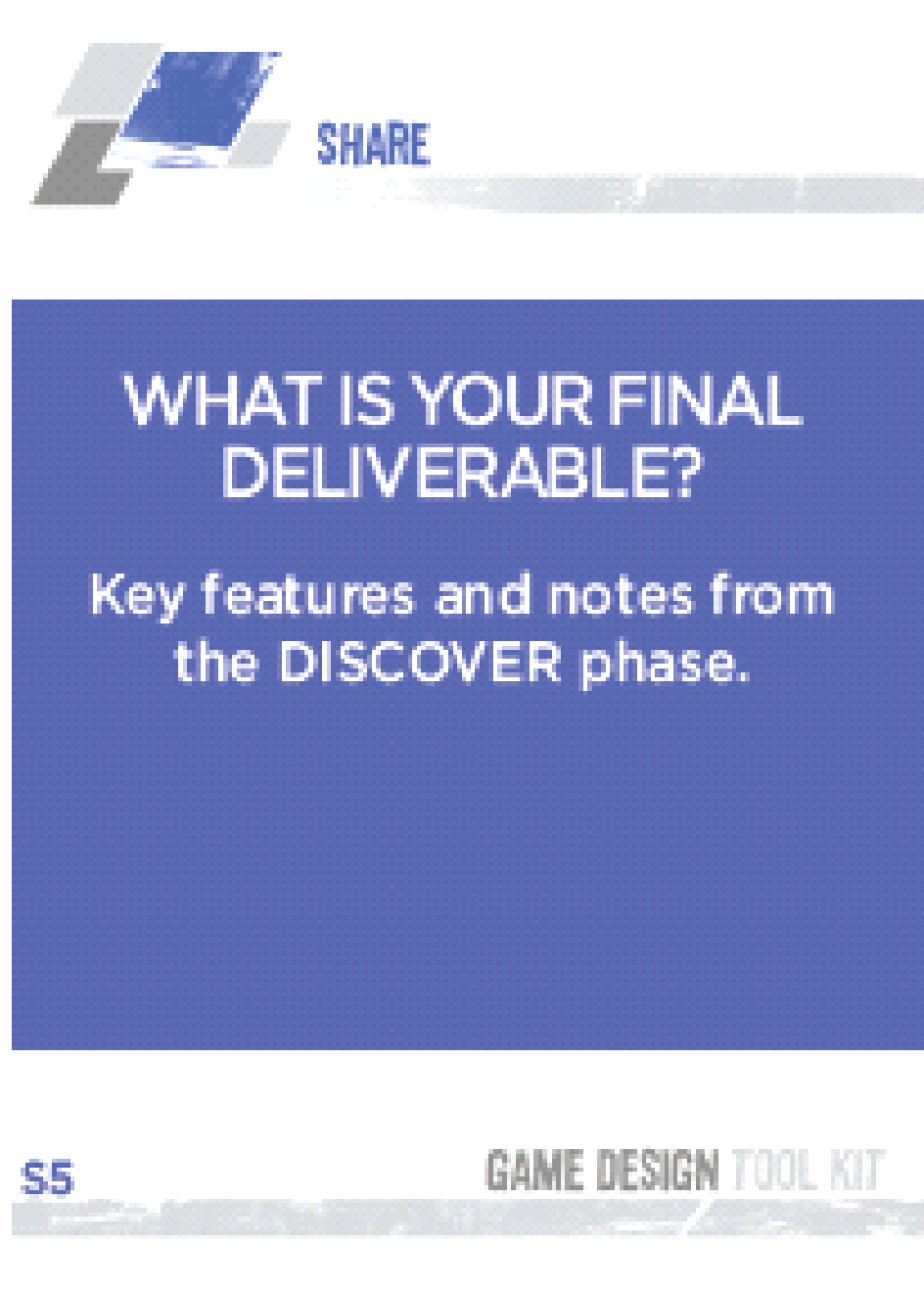
Key features and notes from
the EXPLORE phase.

S4 **GAME DESIGN TOOL KIT**

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Share 5

Saturday, October 13, 2012 11:28 PM



SHARE

WHAT IS YOUR FINAL DELIVERABLE?

Key features and notes from the DISCOVER phase.

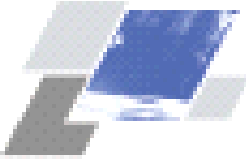
S5 GAME DESIGN TOOL KIT

The image shows a presentation slide with a blue background. At the top left, there is a logo consisting of a blue square with a white 'S' and the word 'SHARE' in blue capital letters. Below the logo, the main text is centered in white. The title 'WHAT IS YOUR FINAL DELIVERABLE?' is in a large, bold, sans-serif font. Below the title, the subtitle 'Key features and notes from the DISCOVER phase.' is in a smaller, regular sans-serif font. At the bottom of the slide, there is a footer with 'S5' in a large, bold, blue font on the left and 'GAME DESIGN TOOL KIT' in a smaller, blue font on the right. The slide is framed by a thin black border.

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

Share 6

Saturday, October 13, 2012 11:29 PM



SHARE

**WHAT IS YOUR FINAL
DELIVERABLE?**

Key features and notes from
the CREATE phase.

S6 **GAME DESIGN TOOL KIT**

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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 GDK 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/>

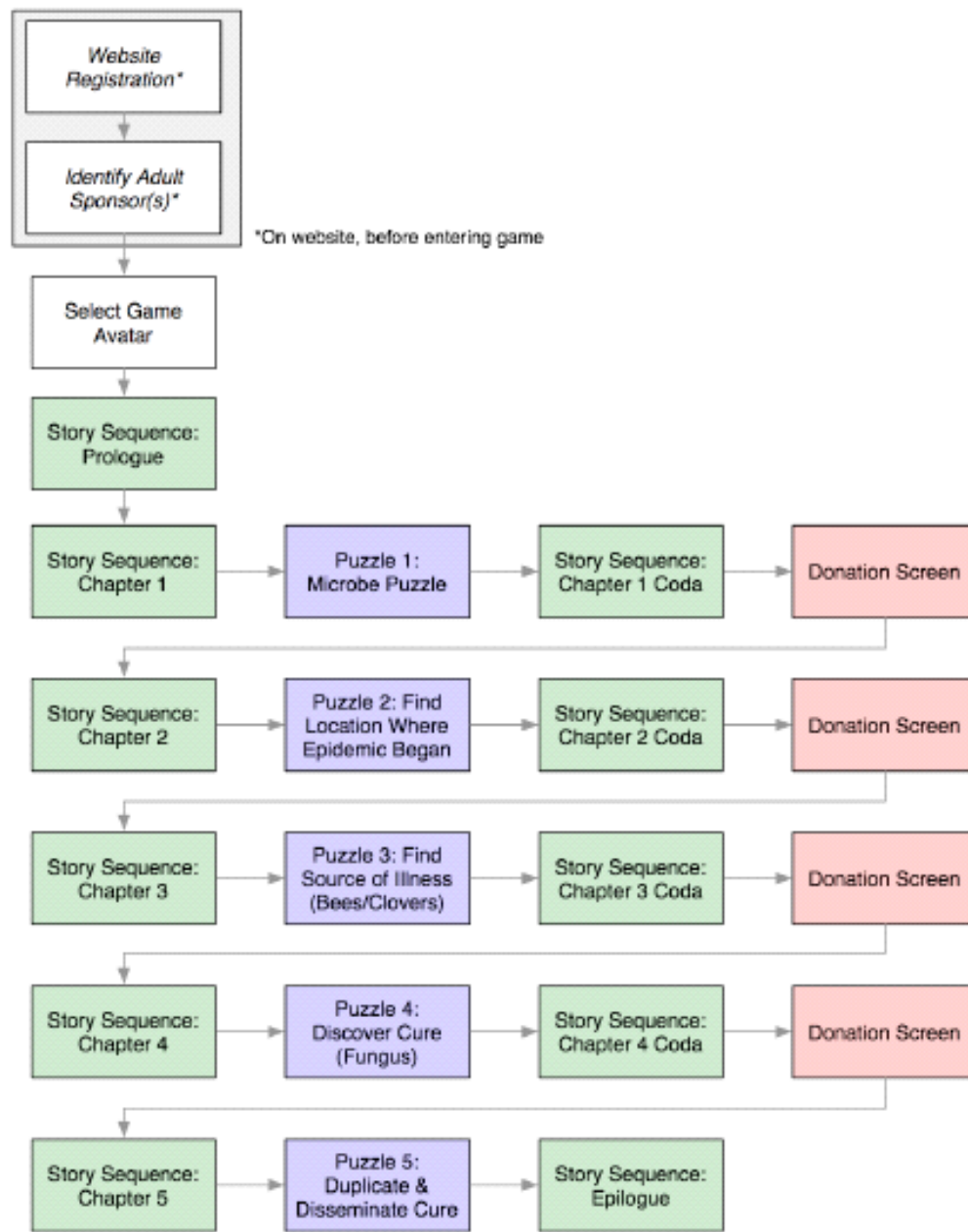
<http://www.wisemapping.com/>

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.



CaduceusSh
ell_v1-4