

Game Design

Become A Game Designer

By: Claire Lin

Game Outcome

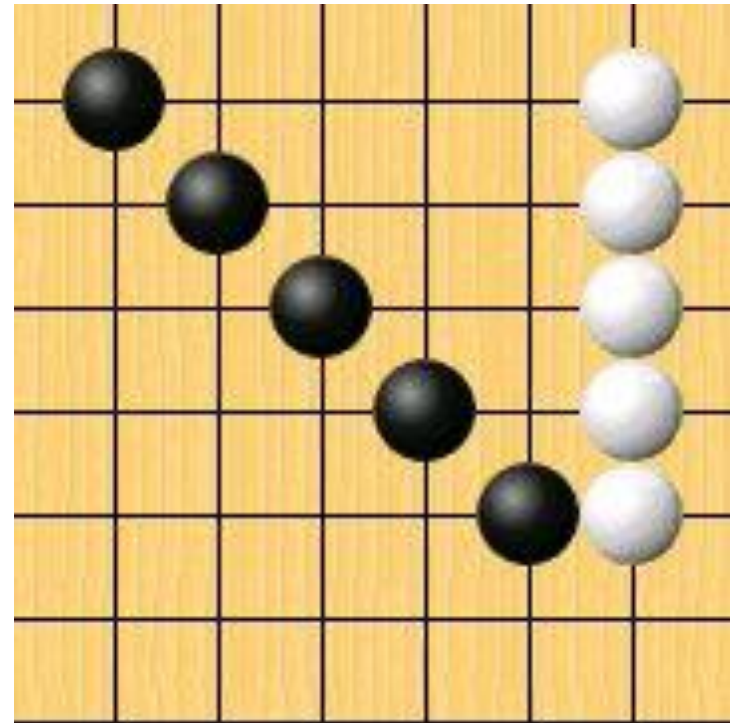
- What does the Game Outcome refers to?
- Why does a game need an outcome?
- What are the common game outcomes?

Doudizhu (fighting the landlord)



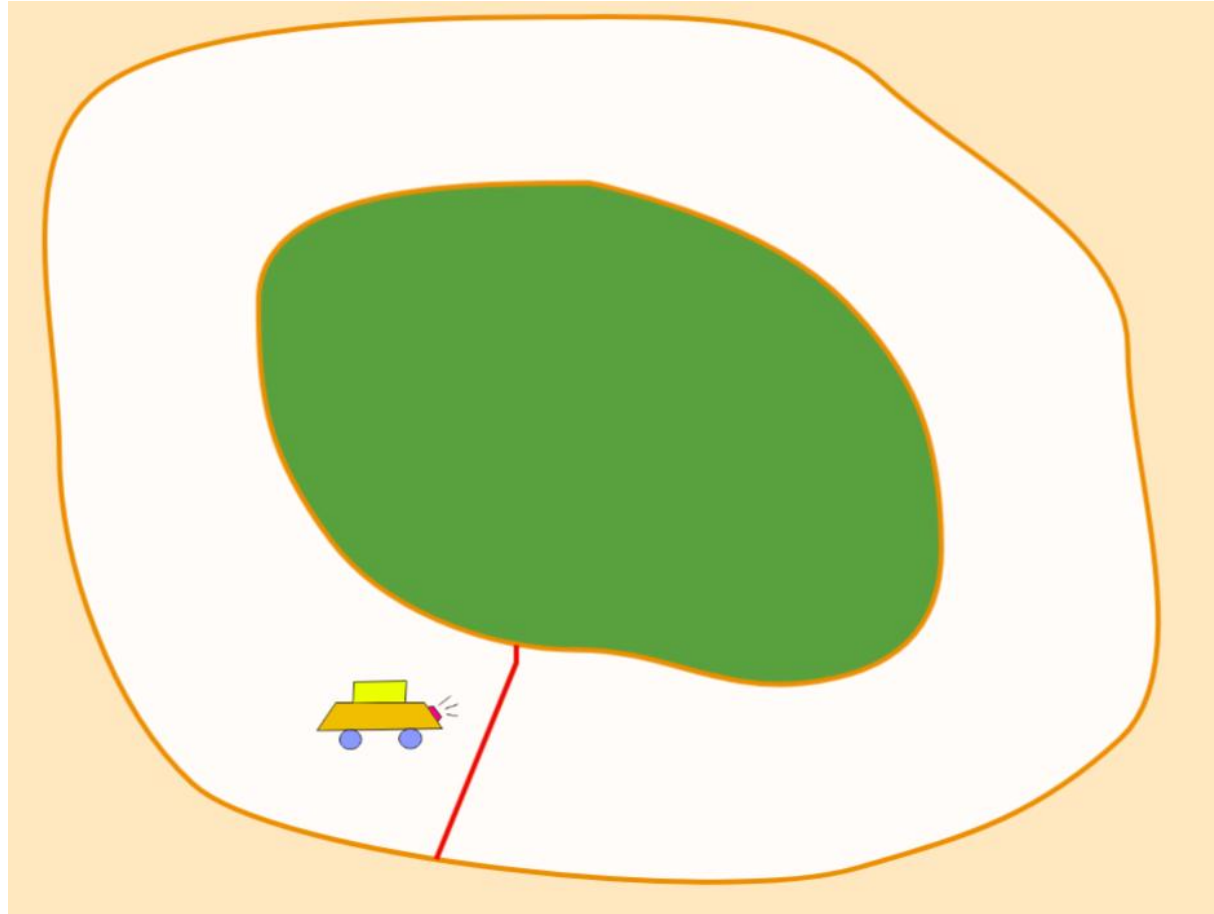
Outcome: The “landlord” wins the game if the landlord player is the first to have no card left; the “peasant” team wins the game when any one of the “peasant” players is the first to have no card left! The winner will get game beans.

Chess



Outcome: The player who lines five chess stones wins!

Brainstorming: What are the outcomes in my racing game?

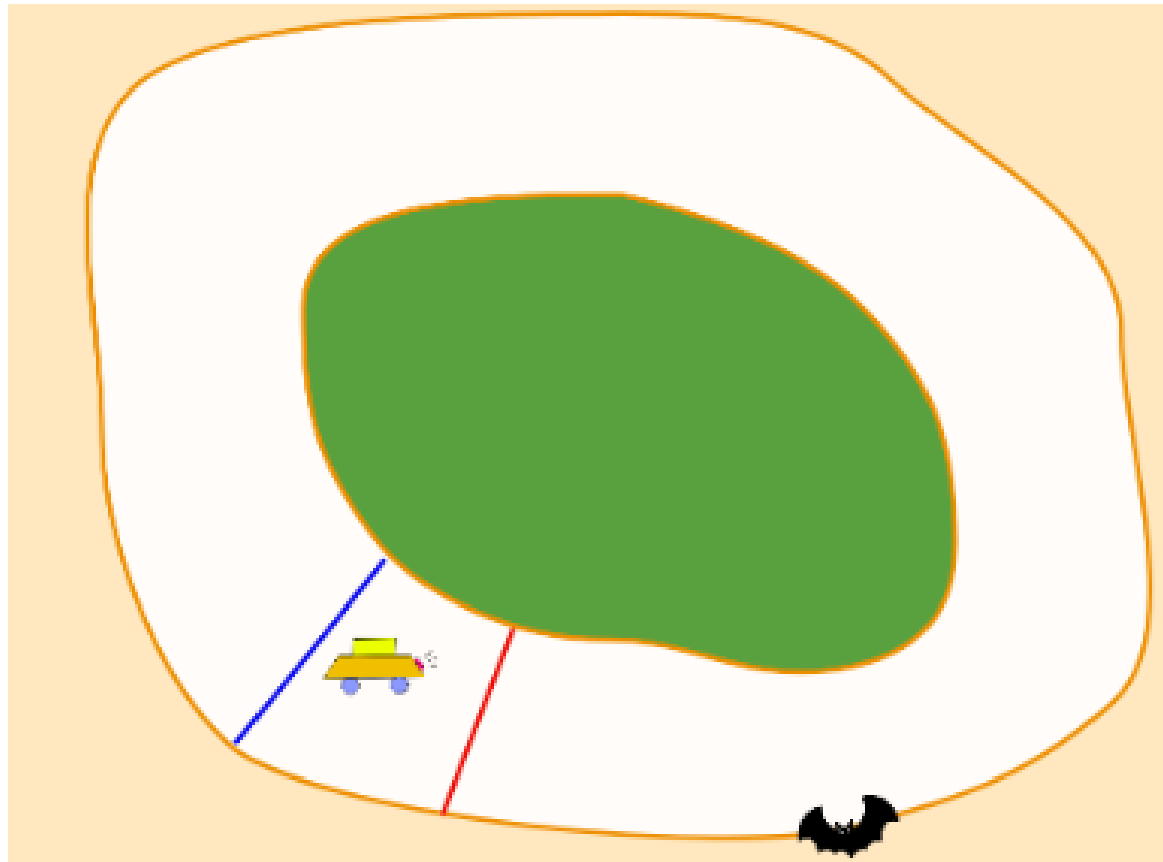


Your idea?

My design for outcomes:
When the car accomplishes
one circle (successfully gets to
the blue finishing line), the car
will show a sign and make a
sound, telling you that you
win the game!

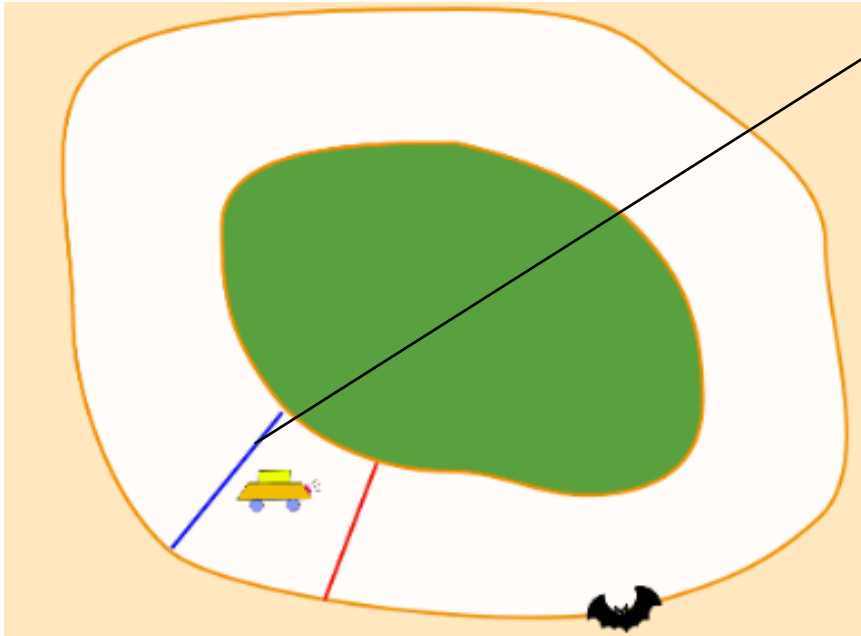


One running lane accomplished!



Prototyping

Detecting the Finish Line



Simple version: Draw a finish line. This will help the program decide whether the car has completed one running lane or not.

```
if touching color blue ? then
  say Win!
  start sound Meow
  stop this script
```

Programs for controlling the car

```
when I receive turn right
stop other scripts in sprite
forever
  turn 1 degrees
  move 2 steps
  if touching color [red] then
    think Ahya!
    next costume
    wait 1 seconds
    go to x: -79 y: -104
    point in direction 90
    switch costume to Car1
    stop this script
  if touching color [blue] then
    say Win!
    start sound Meow
    stop this script
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Playtesting

Iterating

Start designing your
game!



**Best Game of The
Day!**