
Game Characters & Scenes Design

Become A Game Designer

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Learning Objectives

Each game has its protagonists - Characters, and backgrounds-scenes. Nailing down your characters and scenes is the first step to design a game. Well-designed scenes and characters will make your game stand out. Then how do we exactly design characters and scenes? Let's start to learn about it!

How to design good game characters and scenes?

I. Defining parameters

1. Defining the tone and scenes based on the game theme (warm tone/cold tone; city/country)
2. Defining the character style and type (modern, cartoon, ancient, futuristic, etc.) based on the game theme and the back story
3. Defining the shapes, motions, and accessories of characters based on the relations between characters.

How to design good game characters and scenes?

II. Collecting the Materials

1. Design ideas come from life. We can get inspirations from similar characters and scenes in the real world.
2. Find inspirations in existing game characters and scenes.
3. Find inspirations in designs from different cultures.

How to design good game characters and scenes?

III. Explaining the Elements

1. Straight lines suggest peace.
2. Ovals represent kindness.
3. Sharp triangles represent speediness, sharpness or evil.
4. A beefy man suggests power.
5. A slender character suggests softness.

Have a close look at these characters

1. What features do these characters have in common?
2. What feelings do you have for these characters respectively?
3. Could you sort out these characters? Who are sweet and who are evil?





The first picture

A fantasy story in ancient times

Surreal+ Realistic design (proportions are far from real but the facial features are close to real persons)

The second picture

- Nintendo characters
- Cartoon version of characters (plenty bright colors, cute style)

Racing Game



Characters of Racing Games



Scenes of Racing Games



Learning Contents

What are the features of the existing racing games?

Learning Contents

What kind of characters and scenes will you design for your racing game?

Let's start to design!



Delete and add characters

We don't need the sprite *panda* in this theme so we can delete it.

Click the “+” button to delete it

Then add the sprite *rac*

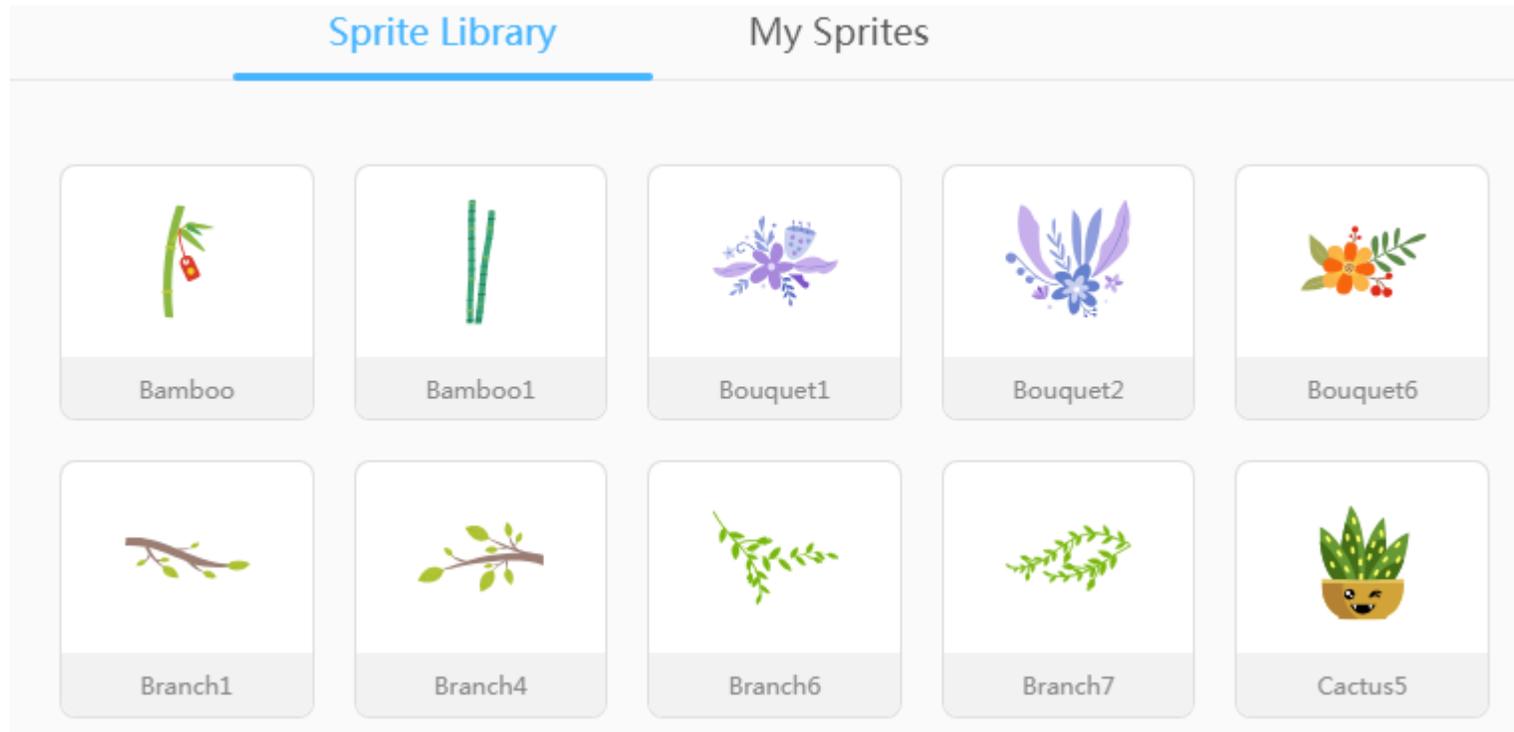


Click here to add a sprite

Delete and add characters

How to add a sprite:

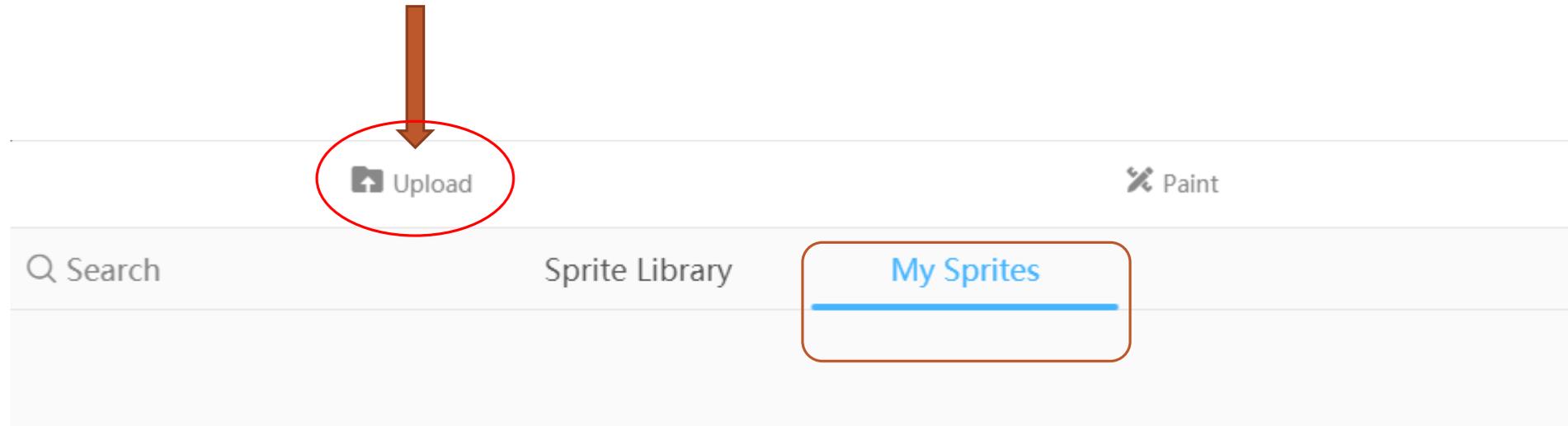
- ① Select a sprite in Sprite Library straightaway;



Delete and add characters

How to add a sprite:

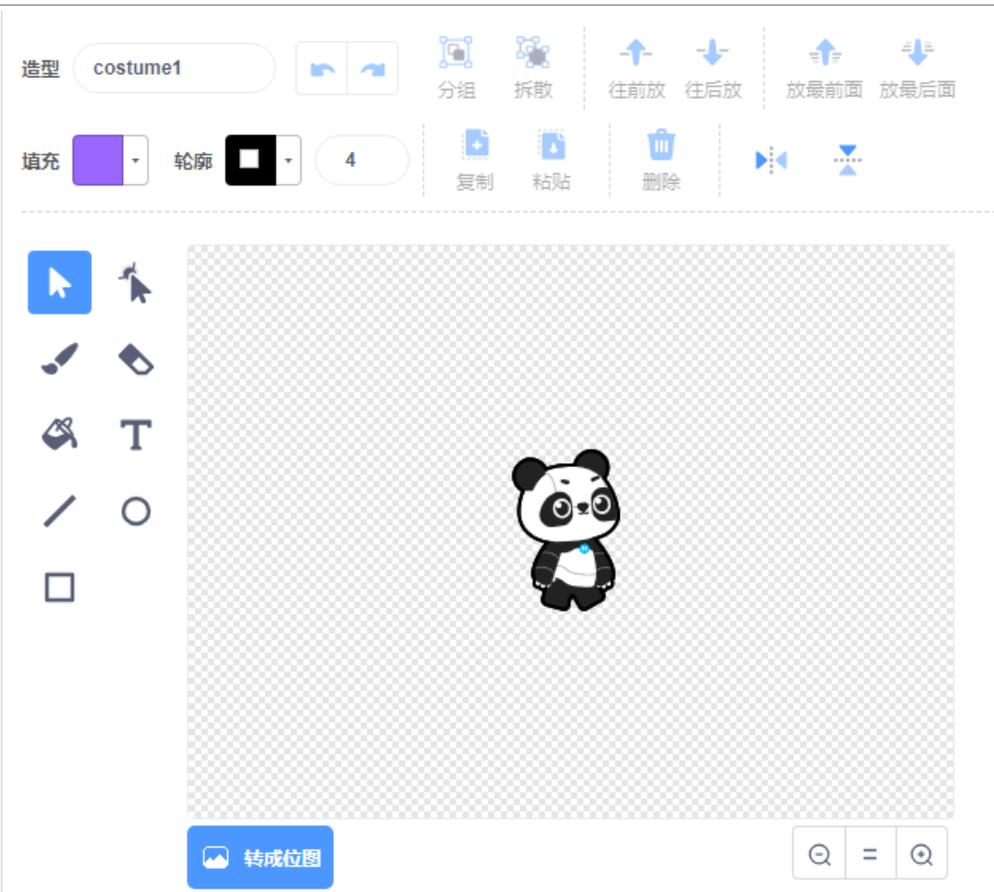
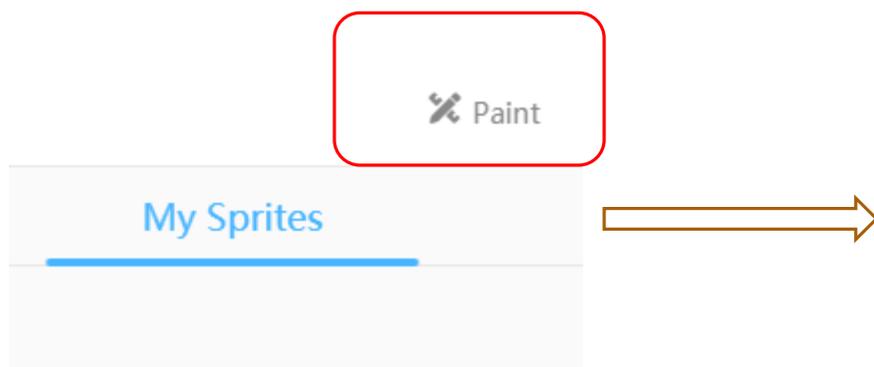
- ② Download pictures online and import it in My Sprite.



Delete and add characters

How to add a sprite:

- ③ Draw a sprite yourself in mBlock.



Get your racing car moving

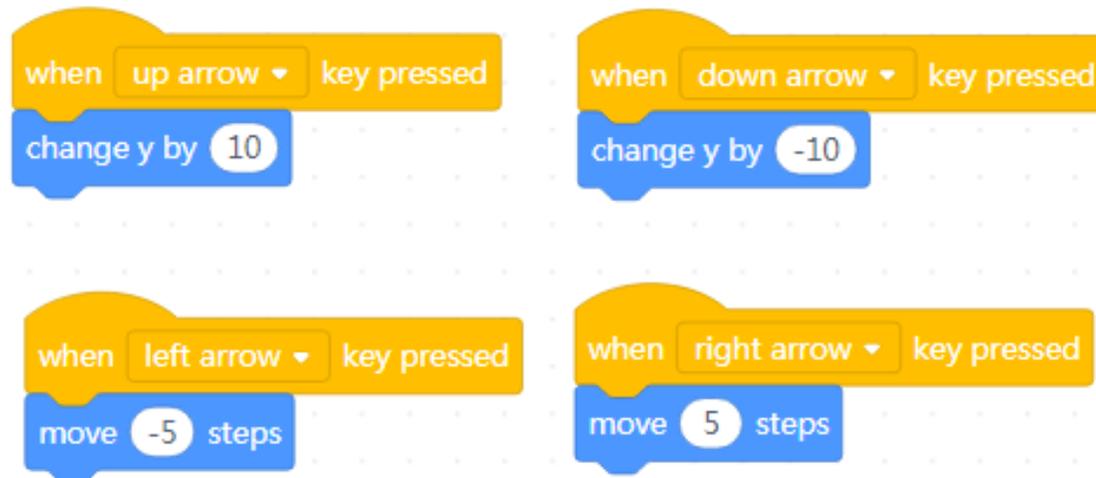
Use the arrow keys on the computer to control your racing car:

Rules:

- ① Press the “up arrow” key to make the car move upward;
- ② Press the “down arrow” key to make the car move downward;
- ③ Press the “left arrow” key to make the car move to the left ;
- ④ Press the “right arrow” key to make the car move to the right.

Get your racing car moving

Use the “arrow key” on the computer to control your racing car:



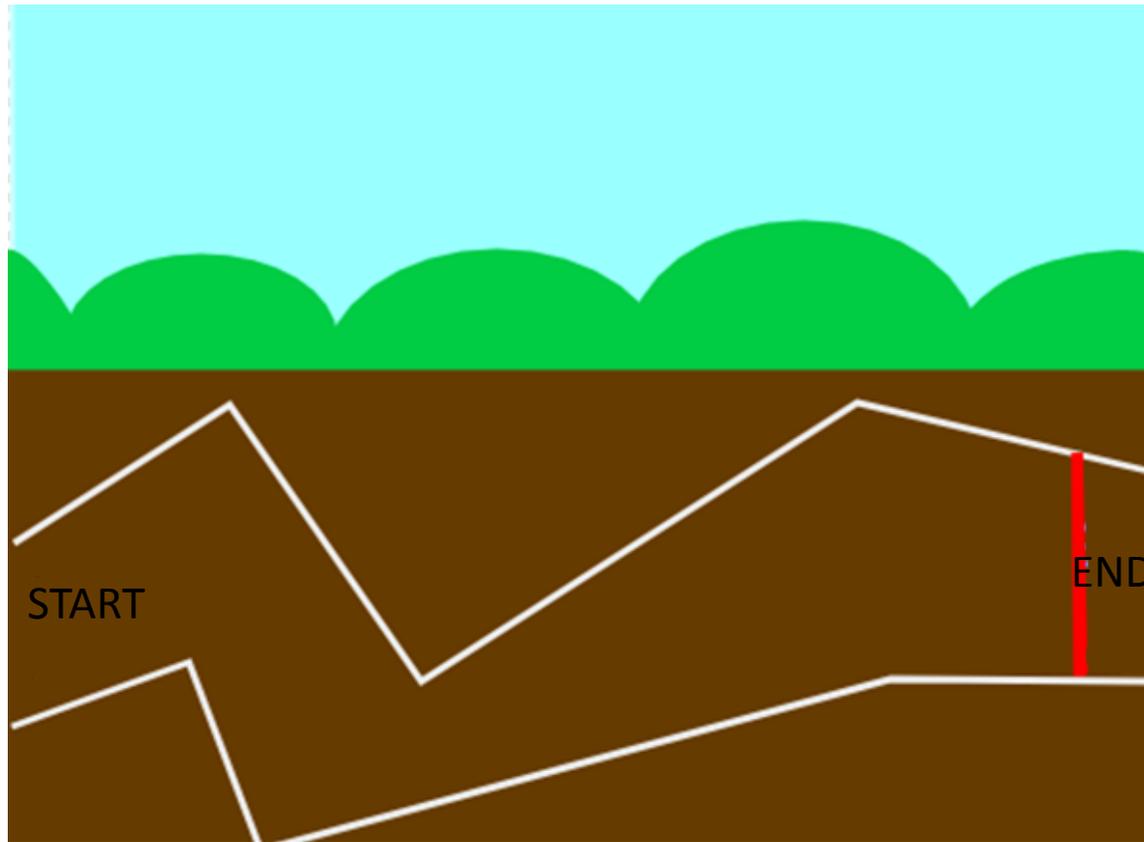
Add a scene – Race Track

Three ways to add a scene:

- ① Search the scene you want in the Sprite Library;
- ② Download a picture on the Internet and import it in My Sprite;
- ③ You can draw a scene yourself (if there's no proper picture available) ;

Just the same way as you add a sprite.

Add a scene – Race Track



Mark the starting point and the destination

Game Rules

How to decide the winner?

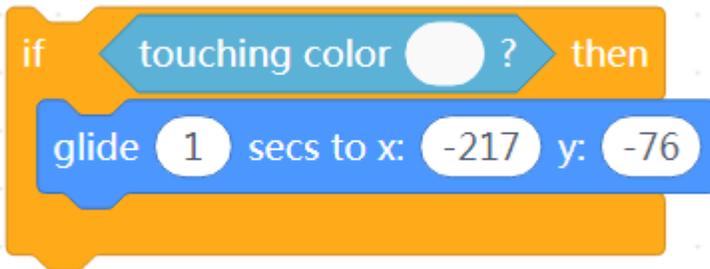
You win the game if you can keep the car running on the track all the way to the destination with a red landmark.

Details:

- ① Keep the car running on the track. If the car is off the track, it will return to the starting point;
- ② When the car touches the red landmark at the destination, the screen will show “win” .

Step by Step

- ① If the car runs off the track, it will return to the starting point. So keep it running on the track.



If the car touches the color,



then it will return to the starting point.
You can set a starting point yourself.

Step by Step

② When the car touches the red landmark at the destination, the screen will show “win” .



Summary

Game Rules

Control the car

```
when up arrow key pressed
change y by 10
```

```
when down arrow key pressed
change y by -10
```

```
when left arrow key pressed
move -5 steps
```

```
when right arrow key pressed
move 5 steps
```

```
when clicked
forever
  if touching color white ? then
    glide 1 secs to x: -217 y: -76
  if touching color red ? then
    say win! for 2 seconds
```

Start to design!

Create your own race track!

Whose design is more delicate?

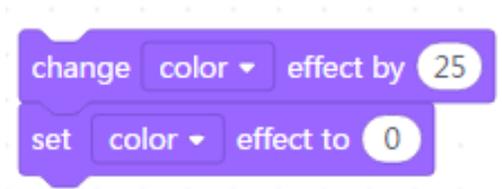
Share

Take turns sharing your game and what your feelings are.

Extended task

Add effects to your racing game:

Color



Size



Display and Hide

