Game Design

Become A Game Designer

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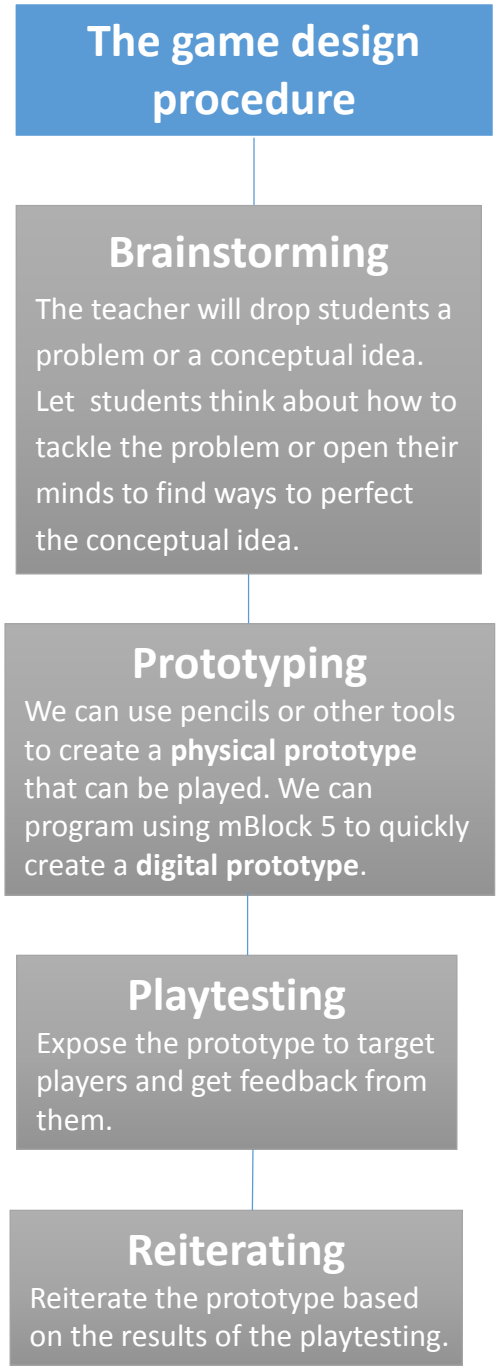
Game Design

- Do you like playing games?
- What kind of games do you like?
- What do you think a “game” is? What do you think a “game” should consist of?



The game design procedure: Brainstorming – Prototyping – Playtesting – Reiterating

1） **Brainstorming:** The teacher will drop students a problem or a conceptual idea. Let students think about how to tackle the problem or open their minds to find ways to perfect the conceptual idea.

2） **Prototyping:** We can use pencils or other tools to create a **physical prototype** that can be played. We can program using mBlock 5 to quickly create a **digital prototype**.

3） **Playtesting:** Expose the prototype to target players and get feedback from them.

4） **Reiterating:** Reiterate the prototype based on the results of the playtesting.

Guided Practice

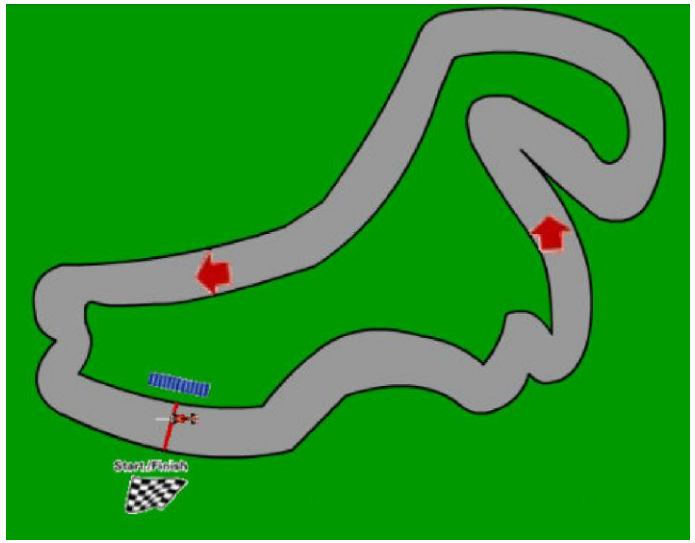
Brainstorming – Prototyping – Playtesting - Reiterating

Brainstorming

Racing game case 1 （4399.com）

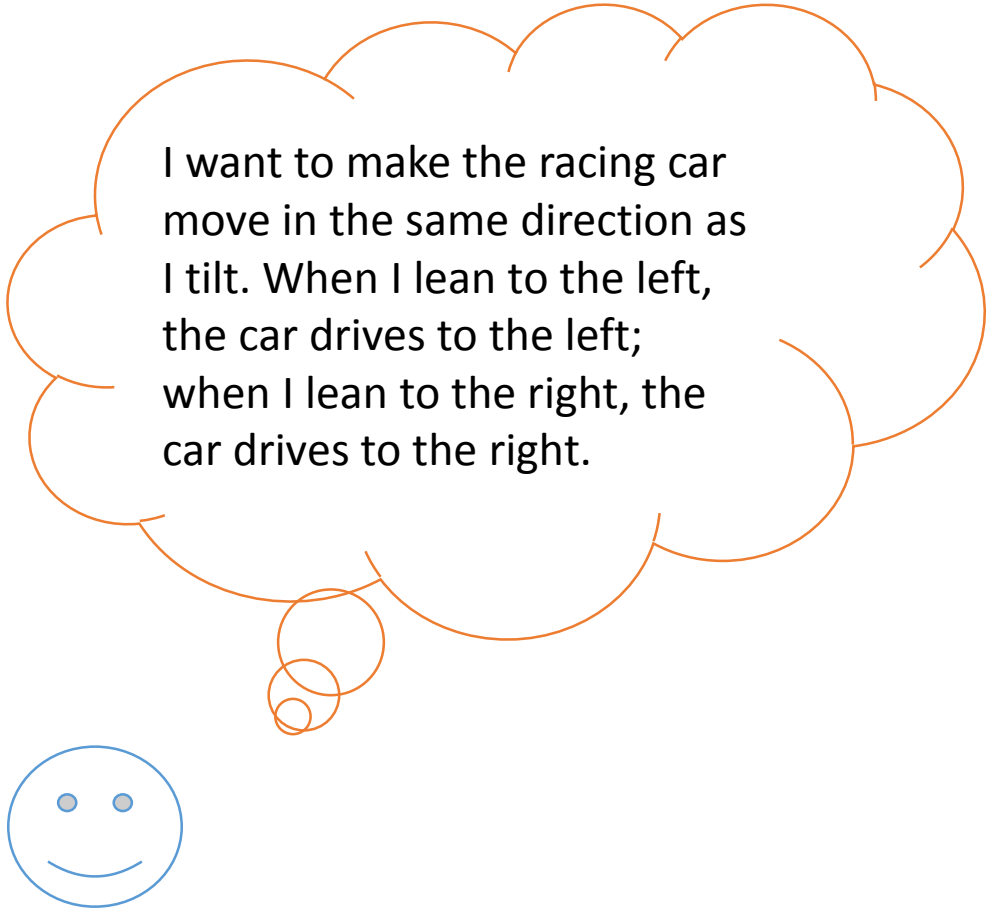
http://www.4399.com/flash/174751_3.htm

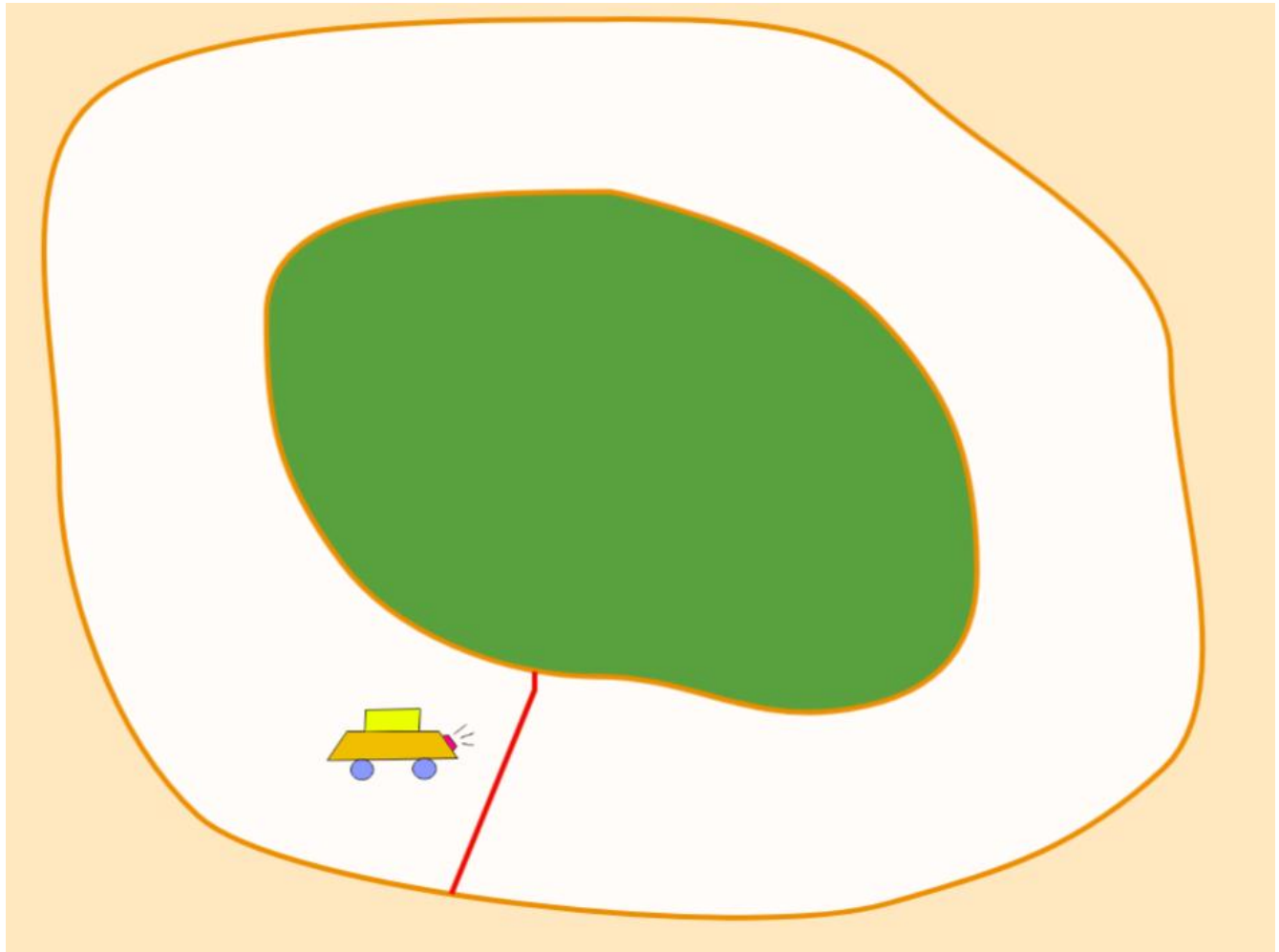
Racing game case 2（Scratch）



https://scratch.mit.edu/projects/181140700/

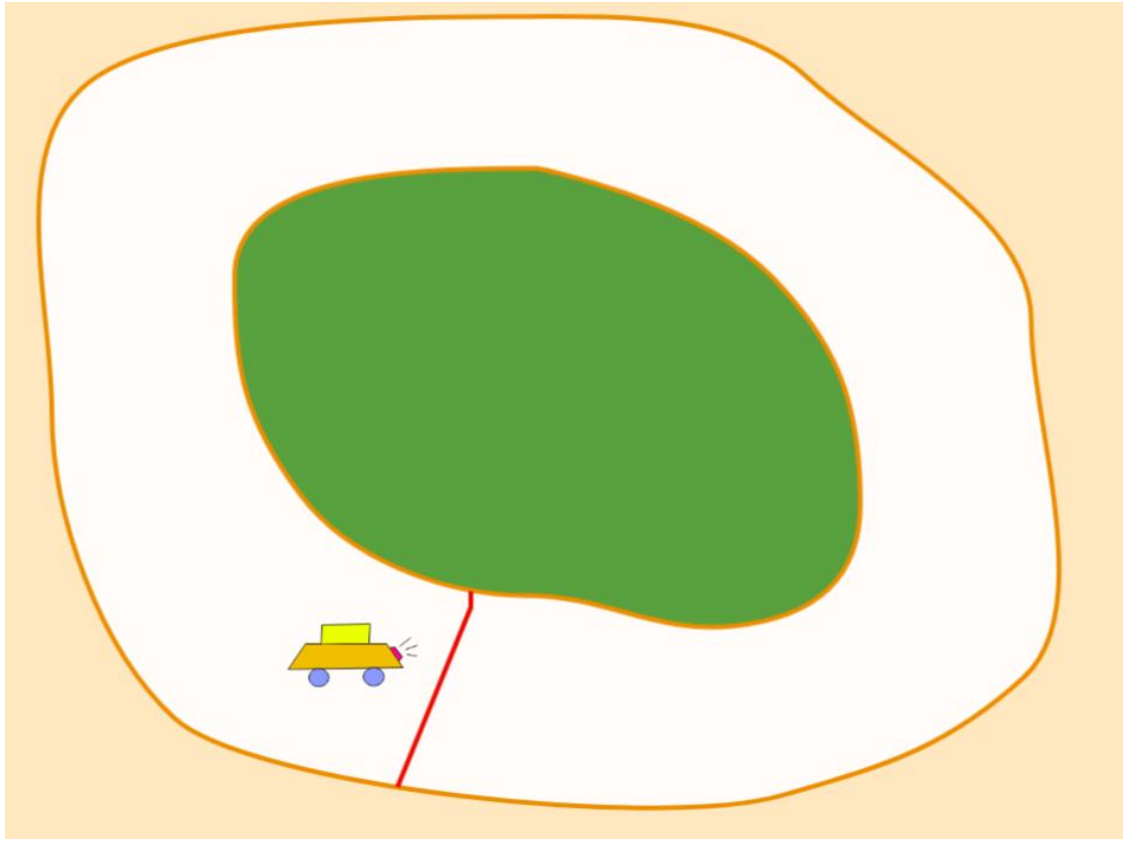
What are your ideas?


I want to make the racing car move in the same direction as I tilt. When I lean to the left, the car drives to the left; when I lean to the right, the car drives to the right.



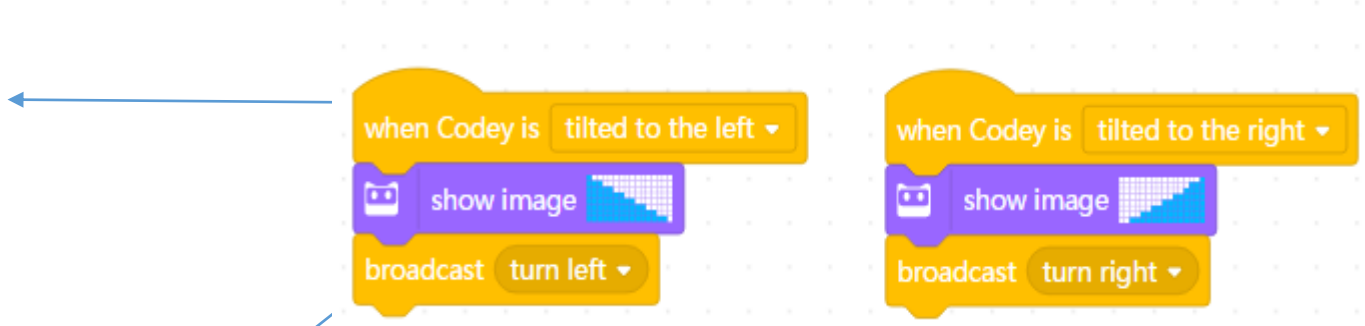
Prototyping

Design the racing car and the race track



Using Codey as a controller

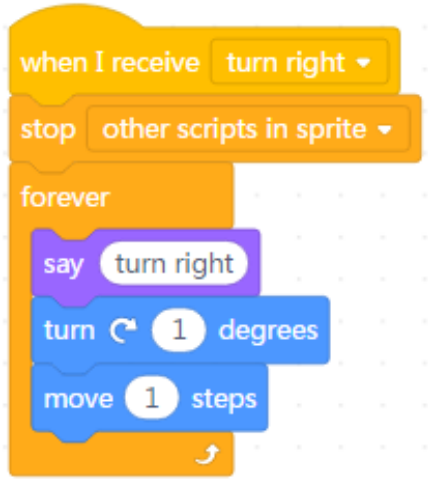
Codey's built-in gyroscope can detect whether Codey is tilted (forward, backward, left, right).

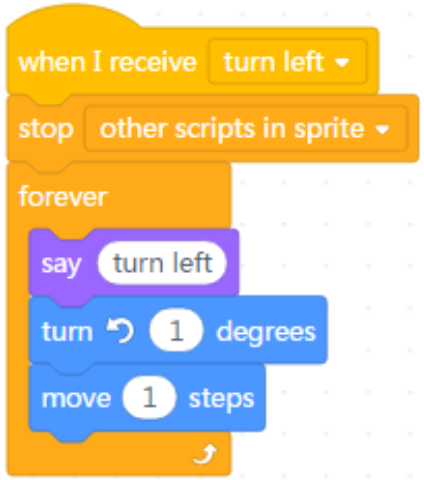


When Codey is tilted, the gyro will broadcast the signal and the character (racing car) will receive the signal.

Run, racing car !

The racing car moves in the same direction as Codey tilts.





If the racing car is driving on the left and receives a signal for driving to the right side, we need to first stop the car and then make it drive to the right side.

Try： What will happen if we don’t stop the car first?

Playtesting

Implementing

Design your game now!

Best Game of Today