

Student Name: _____



Game Design Problem.

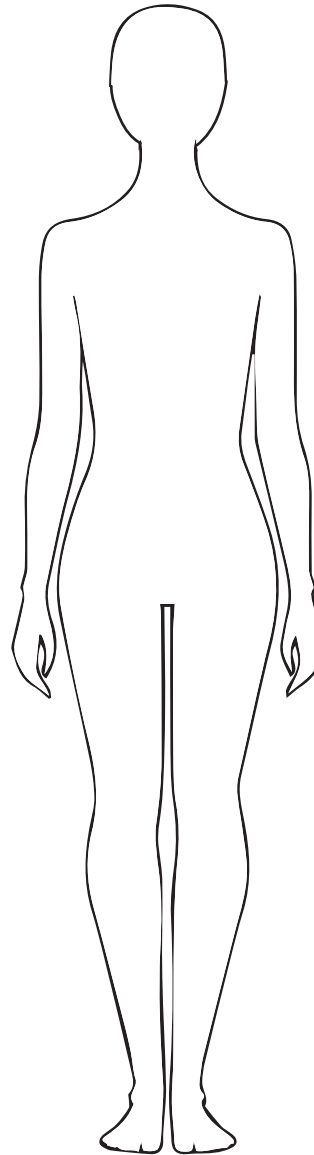
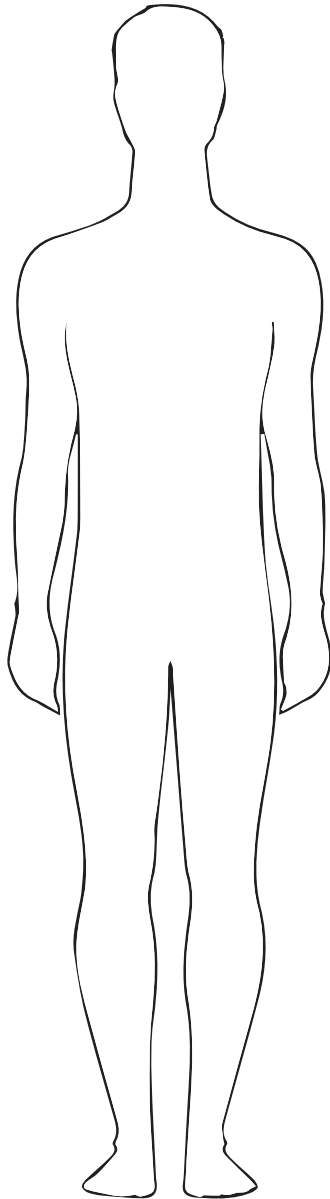
Directions: Design your own game for the hand-held gaming device.

What is the name of your game? _____

What is the objective of the game? _____



Character Design

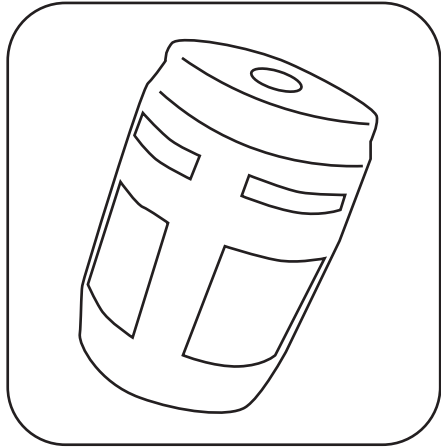


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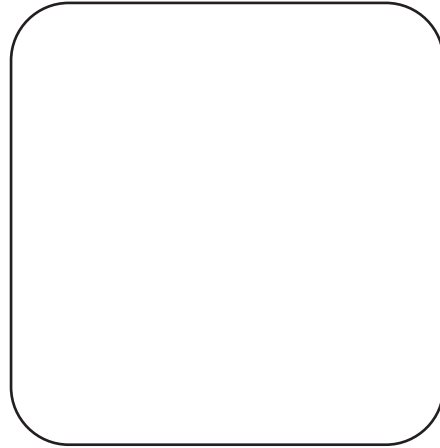
What will your characters for your game look like?

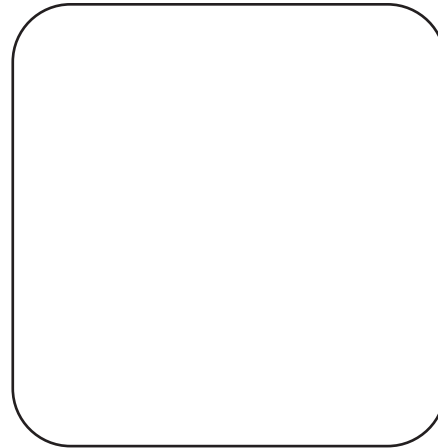
Character Names:

Game Items



Name: Healing Jug
Item provides healing. Takes 10 seconds to consume.

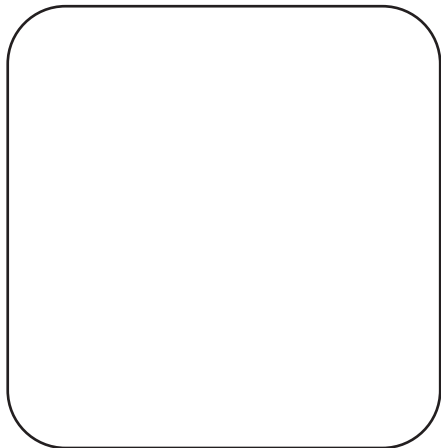


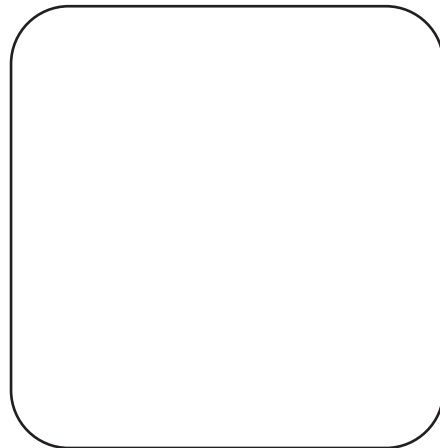


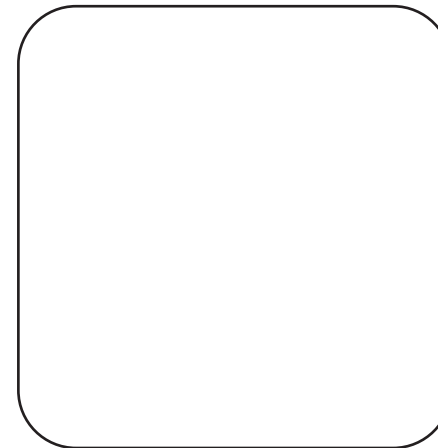


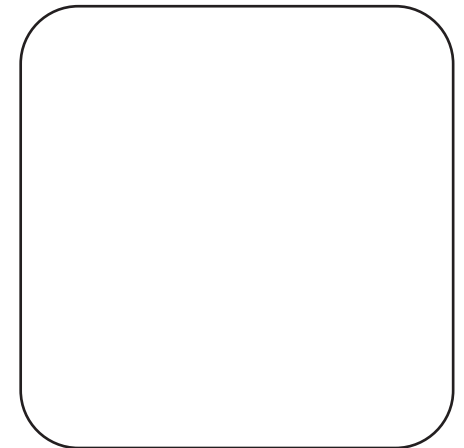
Student Name:

Directions. Draw the game items that your player can collect and write what are they called and what does it do?





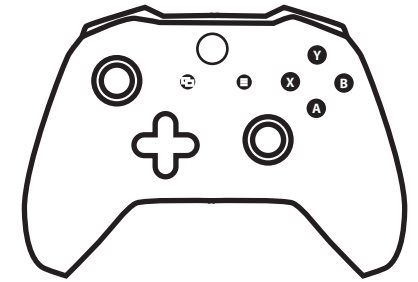





Level Design I

Student Name: _____

Directions. Design what a scene in the first level of your game will look like.



Types of video games

Action games

Action-adventure games

Adventure games

Role-playing games

Simulation games

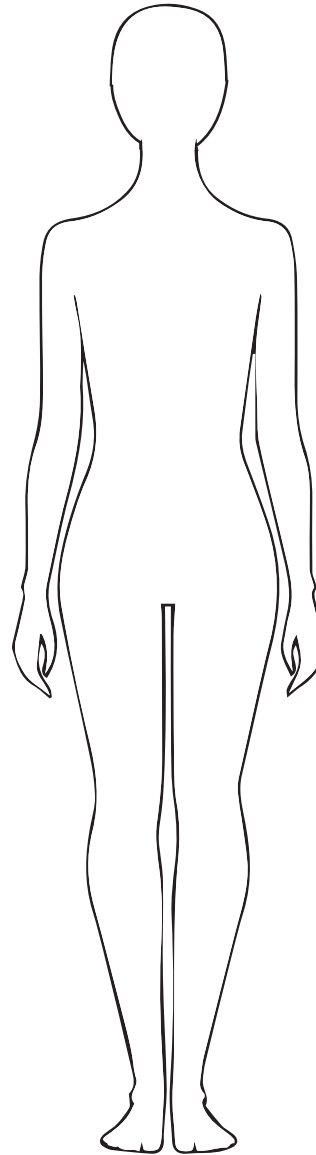
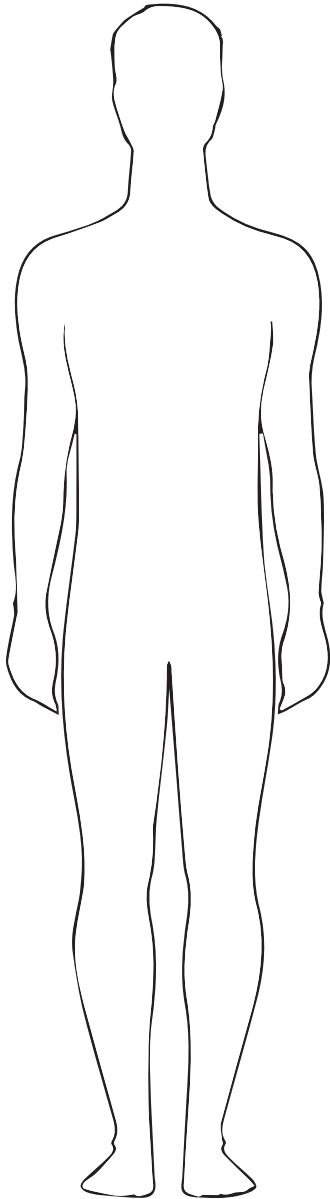
Strategy games

Sports games

Puzzle games

Idle games

Character Design for Boss



Student Name:

What will your characters for your game look like?

Character Names:

Game Controller Design

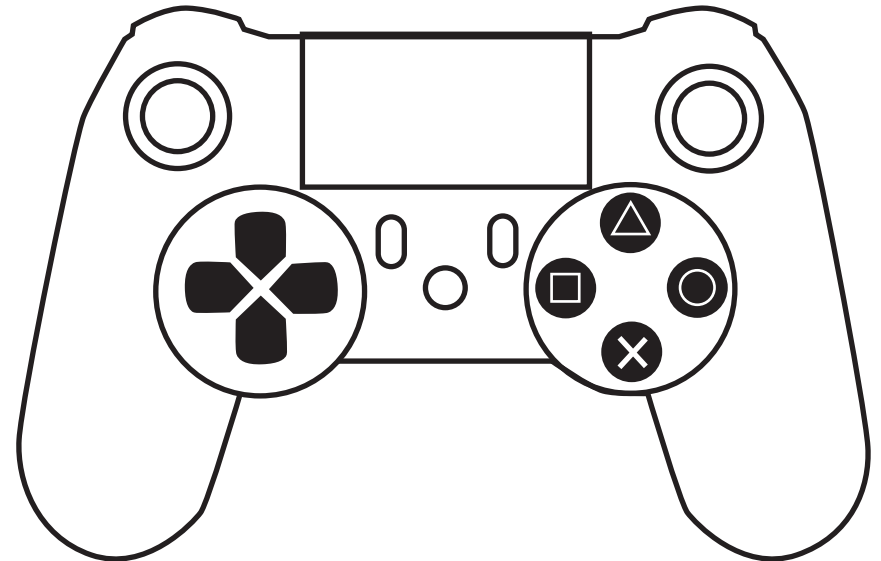
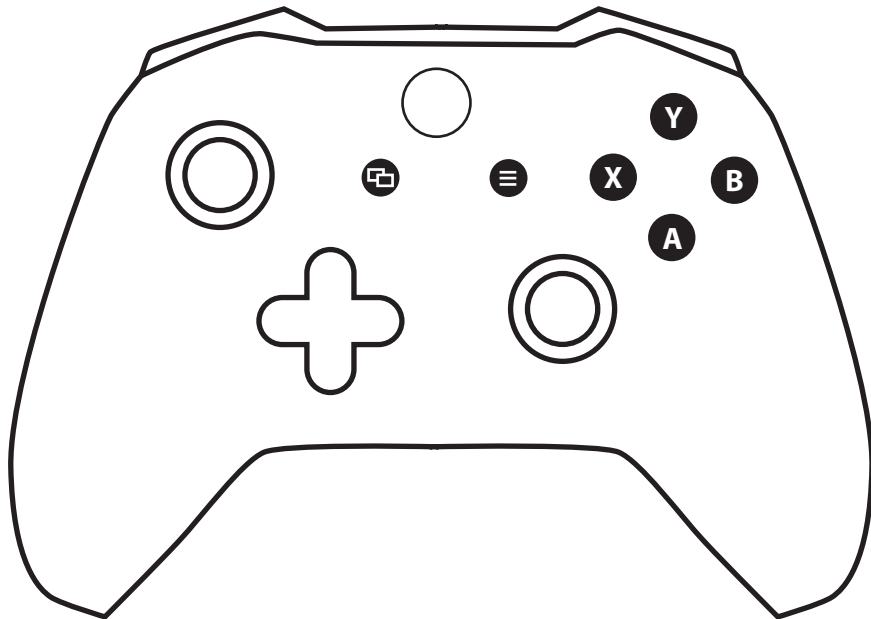


Student Name: _____

Which game console will this video game be played on? _____

Why do you prefer one game console over another? _____

Customize the controller with colors, lines, and shapes to fit your game design.



Level Design II

Student Name: _____

Directions. Design what a scene in the second level of your game will look like.

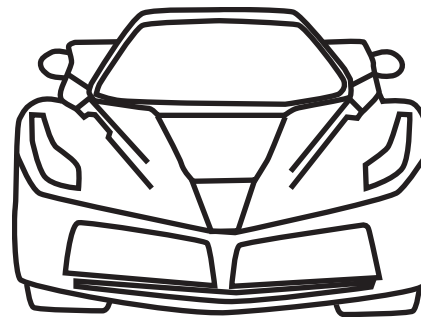


A large, empty rounded rectangular box intended for the student to draw their game level design.

Vehicle Design

Student Name: _____

Directions. Design a vehicle for your character to move in.



A large, empty rounded rectangular box intended for the student to draw their vehicle design.

Level Design III

Student Name: _____

Directions. Design what a scene in the third level of your game will look like.

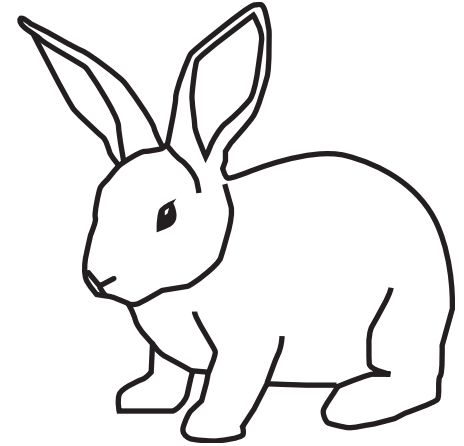


A large, empty rounded rectangular box with a thin black border, intended for the student to draw their game level design.

Pet Design

Student Name: _____

Directions. Design a pet for your character.



Types of pets

Dragons

Cats

Dogs

Birds

Horse

Unicorn

Robot

Ghost