

8th Grade IDEA Lab Design a Video Game

Special Note:

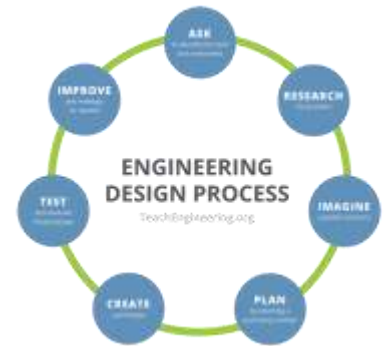
This assignment is also in Mrs. Knepper's Enrichment and Support Google Classroom. If you need the class code, please send me an email and I will add you to the Google Classroom. stacey.knepper@casdonline.org

<https://docs.google.com/presentation/d/1hzArGGMZC8Kukx-naZARMc4ZEQ7WBhduNYJSTr79pgc/edit?usp=sharing>

You have been hired by Knepp & Crew as a video game design engineer to create your first video game. Your point of contact is your CEO, Mrs. Knepper.

You will be using the Engineering Design Cycle to help you design your video game.

<https://www.teachengineering.org/k12engineering/designprocess>



Step #1: Ask

You will see six questions listed below. These questions will help guide you as you begin designing your video game. Please answer all six questions.

Please answer the following questions.

1. What is the genre for your video game?
2. Who will play your game?
3. How many players will play your game?
4. What is the setting for your game?
5. What is the objective/purpose for playing this game?
6. How do you know who the winner is?

Step #2: Research

Explain how you would use your searching skills to research video games in your genre field.

Step #3: Imagine

You are now ready to begin developing the "rules/guidelines" and "back story" for your video game.

You will need to determine what characters will be in your game and the purpose (story) for your characters in the game.

Remember...you want to make sure that your "players" understand the objective of your game!

Please be creative with your short story!!

Your team will need to provide the following details for your game:

1. List the type of video game your team is building.
2. Explain where the video game is happening.
3. List the characters (and their names) that are in the video game.
4. Explain the objective of your video game.
5. Explain how you win or finish the game. Do you win by points, etc.?
6. Explain the rules for the game.
7. Explain the back story for the game. You should have a minimum of two sentences for your back story.

Please write your back story here.

Step #4: Plan

You are now ready to begin designing the video game.

Design and create 3 action scene panels from your video game. Each scene must show your video game in "action" with a scene description.

Step #5: Create

This is the step in the cycle where you evaluate your prototype. You are going to SKIP the development of the prototype.

Step #6: Improve

- ✓ Do you feel that you have met the required guidelines for the game?
- ✓ Does your back story and scene panel(s) reflect your game?
- ✓ Do you feel that there are ways that you can make the game better?

List at least two ways that you can improve upon your game.

Step #7: Deliver

You will decide on the two "best" platforms for your video game. The platform is where you want your video game played. (example: Xbox)

You are required to list two platforms. You must also list two pros and two cons for each platform.

Platform #1 (Circle one of the following)

PlayStation Wii U Xbox App PC

2 Pros of Platform #1 -

2 Cons of Platform #1 -

Platform #2 (Circle one of the following)

PlayStation Wii U Xbox App PC

2 Pros of Platform #2 -

2 Cons of Platform #1 -

You need to decide on the best platform between Platform #1 and Platform #2. List your choice here.

Step #8: Game Logo

On a blank sheet of paper design an original logo for your game.

It's now time for the big reveal for your video game!

You will submit your work to your CEO, Mrs. Knepper. Mrs. Knepper will review your video game design and return feedback to you.