(Not Quite) The Most Dangerous Game

Introduction: So far this semester we have spent time analyzing the way in which different game concepts and mechanics can be successfully integrated into a fun interactive experience. Whether you are talking about games like Flight and Fault Line or Bleep and Wheel Of Fortune there is something that intrigues a player to devote time to the systems in place. Now is the time to take this knowledge and put it into practice by developing your own method of game play. For this project you will design a game, debug it, and put it through beta testing with your peer.
Disclaimer: Keep in mind that the language has its limitations but don't let that hinder you from taking some risks in your creation.

Project Requirements: This project will consist of 5 Sections: The Game Proposal, Previous Scratch User Research, Sprite Design, The Final Game, and a Presentation.

The Game Proposal (Project Paper)

For this section you will put together all the documents required to obtain approval for your game. Write a one page double-spaced paper in 12 point Times New Roman Font that explains the game you intend to create using the Scratch programming language. Your paper should include the following information:

- The name of your game and the different idioms that could be used to describe it (ex: sidescroller, RPG, puzzle, adventure, platformer, etc.). If you don't know the vocabulary to describe it try to invent your own.
- The way in which the player will interact with the game.
- The goals and objectives for the game.
- The number of sprites you intend to create.
- Examples of other games you may have played that are similar to your idea.

Once you have finished your paper please make sure to proof read and edit it. When you've completed this portion you should then print it out and draw a few rough sketches of the way you envision the screen looking on the back of the paper. You can also include designs of your different sprites if you like.

Previous Scratch User Research (Project Paper)

One of the great things about learning the Scratch language is that thousands of people have uploaded their creations to the Scratch website for you to test. If you feel the game is successful then you can download it and analyze the way in which it was programmed.
For this portion I would like you to research different games that were created using scratch by visiting http://scratch.mit.edu/ and signing up for an account. Use their search feature to see if anyone has created a game like yours. Once you find one play it then download the code and analyze it. In your notebook find a blank page and call it "Previous Scratch User Research." Write down brief notes about the way in which each sprite is programmed and how they connect together. When you work on your project keep this other program open so you can use it as a reference. Whenever you find yourself referencing another game you should make a note in your notebook about what you needed and what you learned from the previous game. This will be checked and graded at the end of the project.

Game design requires a variety of different skills but for the sake of this project I am going to break them down into main categories: Design (Sprite Design) and Logical Programming (The Final Game)

Sprite Design (Project Piece)

When designing your game is it important to make sure that you create sprites that are both visually pleasing and functional. You game should include at least 3 sprites. You must create at least one using Adobe Photoshop and one using the Scratch design tools. Make sure to save the PSD of your Photoshop file so that I can look at your process. Once you have created one using each method you may use your preferred image creation software for the remainder of your sprites. Once your project is completed I will grade your sprites based on design, creativity, functionally, and the effort you put into them.

The Final Game (Project Piece)

Once you have completed your game it is time for beta testing. Every student will have the opportunity to try your game and give you feedback. After you have reviewed all of the feedback you may make any last minute changes and then submit your project for grading. For this section I will be looking at the functionality of the game and the way in which you made the game work. One of the beautiful aspects of programming is that there are always multiple ways to accomplish the same activity. I will test your game and evaluate you on your proper use of the different programming blocks and their functions. Make sure that your codes are nicely organized as you will lose points for messy coding (this is something that will follow us through the semester so start off on the right foot).

Presentation (Project Presentation)

Now that all of the other aspects of your game are completed it is time to show the class your work and explain how you managed to transition from idea to execution. You will open up your project in Scratch and do your best to professionally present your work. Each student is expected to give a minimum 10 minute presentation that accomplishes the following:

- Explains the original goals and aspirations for your game
- Teaches the class about the way you utilized the six steps of art making and why you made specific design and coding choices.
- Promotes and facilitates discussion by asking the class 3 open ended questions (questions that cannot be answered with “yes” or “no”)
- Helps give the class a better understanding of your working process and what about the project interested you
- Explains any aspects of your game that you would like to change or upgrade in the future.

Keep in mind that your presentation grade is evaluated by your participation as a presenter and an audience member. You must actively participate in class discussion to receive high marks.