

Let's Explore Gaming - Activity Sheet

Activity: Explore elements of Game Development!

What to do: You have to explore and observe the various elements that go into Game Development.

At the end of the activity: You will be able to identify what elements go into the making of a game and gain perspective as a game maker.

Materials Required:

- Computer/ Laptop/ Mobile Phone
- Worksheet

Let's get started

- Open any video game on your device.
- Pay attention to the gaming experience and note down your observations

What is the gaming world/environment like? For instance - Is it in a forest, in a subway, in a war or in an imaginary world etc.? (e.g. PUBG)

What is the storyline of the game? What is the challenge? For instance - are you rescuing a princess, collecting treasure/points, competing with someone etc.? (e.g. Mario, Temple Run)

What characters are involved? For instance - Is it a single player or more, are there any negative characters, any animal or fictional characters? (e.g. Pokémon Go)

Notice the background music and the different sounds involved. How does it contribute to your gaming experience? (e.g. notice the sound effect when an enemy is encountered)

What visual effects are used? Is it a 2D or 3D experience? What effects come into play when you win/lose?

What choices do players have, if any? For instance - can you choose to be a warrior or a mage; does it involve decision making in the form of attack, dodge or combat? Or is it purely left to chance? (e.g. Minesweeper, Snake & ladder)

Are there multiple levels/stages in the game? Which variables get changed to increase the difficulty/challenges in the game? (e.g. speed increases in games like Tetris/Pacman)

Is it a finite or infinite game? For instance – Does it have an opponent or a single player game where you are trying to push yourself to face tougher challenges.

Let's go to the Fundamentals. What is the 'Fun' element in the game. How does it keep you engaged?

What is the challenge type? Below are few possibilities -

- a. Time Challenge (complete a task in a certain amount of time, e.g. time trail race)
- b. Endurance Challenge (opposite of Time Challenge, how far a player goes before faltering, e.g. Pacman)
- c. Dexterity Challenge (quick actions to overcome/eliminate obstacles/targets, e.g. Counter strike)
- d. Memory/knowledge Challenge (e.g. quiz, flashcards)
- e. Cleverness/Logic Challenge (expansion of memory/knowledge, where existing information is used to win the game, e.g. puzzles, minesweeper, poker)
- f. Resource Control Challenge (player is given a certain amount of resource and needs to overcome an objective before his/her resources expire/get eliminated, e.g. chess, Age of Empires)
- g. If you notice a new kind of challenge, then –

You must have made some amazing observations! But let's not stop here!

Now, repeat the exercise for different kinds of games that you like to play and notice how these elements vary from game to game and how does it influence your experience as a game player.

When you create your own games, make sure to think about these elements from the game player's point of view.

Happy Gaming!!