

# GAME DESIGN



## ELECTIVE ADVENTURE

**Complete the following requirements.**

1. Decide on the elements for a game.
2. List at least five of the online safety rules that you put into practice while using the internet on your computer or smartphone. Skip this if your Cyber Chip is current.
3. Create your game.
4. Teach an adult or another Scout how to play your game.

**Approved by**

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## SNAPSHOT OF ADVENTURE

Games are fun! In this adventure, you'll learn the elements of games and what makes them entertaining. You'll also get to create your own game and teach an adult or another Scout how to play it. When it comes time to teach, be patient. Some people didn't grow up playing cool games, so it may take them a while to learn how to play!

Games can be simple or complex. So can the elements required for designing your own game. This diagram shows the big chunks to start you on a simple path to creating a game. Remember that creating a great game isn't likely to happen on the first try. It's only by testing, evaluating, and making revisions that a designer can discover what works best for a game. (After you cross over to the next level of Scouting, you'll be able to earn the Game Design merit badge if you want to learn more.)



**COMPLETE THE FOLLOWING REQUIREMENTS.**

## **REQUIREMENT 1 | Decide on the elements for a game.**

You know that games are fun, but have you ever thought about what makes them fun? Or what makes one game more exciting than another?

To make fun games (which is fun to do!), you need to know about the elements of games. Below are four elements that make up a game. These will get you started on what to include in your game design.

### **Narrative or Story**

The narrative or story is what your game is about. Is your game about being a ship captain and searching for buried treasure? Is it about being a detective and solving a crime? Is it about exploring space or the sea floor? Is it about a sport like snowboard racing or mountain biking?



Decide early on what your game will be about. That way, you can decide what kind of characters to have, what the scenery will look like, and how the game will be played.

### **Goals and Mechanics**

Next, think about your game's goals and mechanics. A game's goals include how players win and what they must do to advance from one level to

the next.

As part of setting the goals, you must also decide how players compete. Is a single player competing against himself or herself? Are groups of players competing on teams? Or are many individual players competing against each other to win?

A game's mechanics include how players move around and interact with the game. What are players doing to advance in the game? There might be a method for scoring points, a race to the finish, a structure to build, or another way for a player to move ahead.

## Aesthetics

Aesthetics is a fancy word that describes how your game will look. Do you want your characters to walk in a forest of palm trees or along a busy street? Will your game be very colorful or just have a few colors in it? What will your characters see, feel, smell, and taste?

## Medium

The medium is the format of the game and the materials needed to play it. Decide what materials you need to make your game possible. The medium can be any kind of material from paper and pencils to smartphones and computers. Options for your game's medium include physical games and sports, board games, tile games, dice games, party games, cards, and electronic or digital games.

On this page, write down ideas for the basic elements of your game. Use additional paper or a separate notebook, if needed, and jot down any ideas that come to mind. Then review your ideas and decide on the ones you like best. Once you've settled on your basic idea and structure, you can add more details. What will the characters be called? How many levels will there be? How will players earn points?

### MY GAME

Narrative/Story \_\_\_\_\_

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Goals/Mechanics \_\_\_\_\_

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Aesthetics \_\_\_\_\_

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Medium \_\_\_\_\_

**REQUIREMENT 2 | List at least five of the online safety rules that you put into practice while using the internet on your computer or smartphone. Skip this if your Cyber Chip is current.**

As you get into game design, you might want to use the internet to find ideas for your game. The internet is an extremely useful tool for you to learn new things and find information.

However, some sites do not offer good information. Instead, they try to steal personal information, like your name or phone number, from you. These sites can look like fun places to play games, chat, and watch videos, but they are not what they seem. Since it's not always easy to spot unsafe sites, it's important to only use the internet with your parent's or guardian's permission. Also, be sure to let a trusted adult know if anything happens online that makes you feel uncomfortable or nervous.



**A Scout is trustworthy. Signing—and following—the Internet Safety Pledge is part of being trustworthy online.**





The Internet Safety Pledge includes simple rules that you can follow to stay safe when using the internet. Talk with your parent or guardian about additional rules your family may have.





## INTERNET SAFETY PLEDGE

- 1 I will tell my trusted adult if anything makes me feel sad, scared, confused, or uncomfortable.
- 2 I will ask my trusted adult before posting photos or sharing information like my name, address, current location, or phone number.
- 3 I won't meet face-to-face with anyone I meet in the digital world.
- 4 I will respect the online property of others.
- 5 I will always use good "netiquette" and not be rude or mean online.

## cyberCHIP

THIS IS TO CERTIFY THAT THE BEARER

Has read the Internet safety rules at [www.scouting.org/cyberchip](http://www.scouting.org/cyberchip).  
He knows how to be responsible online and what to do if he discovers unsafe Internet practices. He accepts this responsibility and is hereby granted Cyber Rights.

CUBMASTER



BOY SCOUTS OF AMERICA



**NOTE:** In addition to your parents, other adults, like grandparents, teachers, and Scout leaders, can help you stay safe on the internet.

### **REQUIREMENT 3 | Create your game.**

Once you've designed your game, it's time to actually create it. You can use a variety of resources you have around your home to turn your idea into a real game.

Many games actually start on paper, even if they will use a different medium for the final product. The designers create rough prototypes on paper and have game testers play them. Game testing is an important part of ensuring your game works and achieves its goal. If designers see that a change needs to be made, they can make the change easily at this stage. After this testing period, the designers have a better idea of how the game should work when they start creating it.



One option for creating a digital game is to use a game designer website or design software. If using an online game designer website, explore the program first so you understand how it works. Then, use it to create your game. Be sure to ask questions if you need help.

Once you're finished creating your game, share your creation with others to enjoy. If possible, share your game with the other members of your den and try their games. Tell them what you liked about their games and ask them

for ideas to make your game better.



There are many free or inexpensive online resources for new game designers. With a parent's or guardian's permission, you might try one of the following sites:

[www.scratch.mit.edu](http://www.scratch.mit.edu)

[www.kodugamelab.com](http://www.kodugamelab.com)

[www.gamestarmechanic.com](http://www.gamestarmechanic.com)

[www.yoyogames.com/gamemaker](http://www.yoyogames.com/gamemaker)

[www.stencyl.com](http://www.stencyl.com)

You can also check out the *Game Design* merit badge pamphlet available at your local Scout shop or online at [www.scoutstuff.org](http://www.scoutstuff.org).

**REQUIREMENT 4 | Teach an adult or another Scout how to play your game.**

First, explain the game's characters and story, what the point of the game is, and how to play it. Demonstrate for a few minutes and then watch the person play the game.

Because you are the expert on the game, offer advice if the person gets stuck or has questions. But remember that a Scout is courteous and helpful. Instead of criticizing, be polite and patient, because the person you're teaching won't be as familiar with the game as you are.

Note how the players interact with the game. Are there certain places where they get stuck or seem frustrated? Is everyone having a good time? By observing how other players move through the game, you can make changes or improve your game to make it even more fun.

