Part I. Reviewing other games

Begin by reviewing some existing games. Because you will be doing your project for this unit in Scratch, it is important to keep things relatively simple. So today we will examine some classic games and evaluate these within the context of your favorite modern game(s), keeping in mind the elements of game design discussed in class.

1. Try playing each of the classic games.
   - Pacman and/or Ms Pacman
   - Lemmings
   - Tetris
   - Space Invaders
   - Rogue

2. How do the classic games compare to modern games that you play? Pick one or two of your favorite games and make comparisons by answering the questions below.

3. Think about the *game elements* that we have discussed in class. Critique the classic and modern games with these questions in mind. **NOTE** that you will also be asked to critique the game or narrative that you are building for the unit III project following the same questions and that you will need to include these answers in the documentation portion of your project. But, you may want to complete part II (below) before answering the questions as they relate to your project III game.

   - Identify the *characters* in the game. Are they *avatars* that represent the user? Are they *autonomous agents* that function without user control? Do they react to the environment?
   - Identify the *scenes* in the game. How many different scenes are there? Does each scene have one or more screenshots?
   - Does the game have *levels*? If yes, how are they controlled (i.e., how does a user go from one level to another)? Can the user go back to previously visited levels? How does the user know which level they are on?
   - What *motivates* the user? Is there scoring? If yes, how does it work?
   - Does the user *empathize* with any elements of the game? If yes, what? and how?

Part II. Designing your game

Now start to think about your project for this unit, which is to design a game or narrative (described on a separate handout). Plan out your project, following the questions below.

1. Are you creating a Game or a Narrative?

2. Who is your *target audience*?

3. Give a one sentence overview of your Game or Narrative.

4. Plan out the Game Play or the Narrative Story.
   What happens first? second? third? ... last?
   For a Game, when does it end? For a Narrative, how does it end?

5. Plan out the screens for each scene in the Game or Narrative.
   How does each screen fit with each element of Game Play or Narrative Story?
   (use the back of this page and/or another sheet of paper)