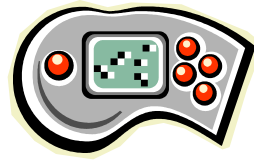


DUE DATE: _____

NAME: _____

WEB GAME DESIGN

“don’t just play games...make games”



You are going to learn how to create interactive and exciting web based games (games that are online). You will participate in an interactive WebQuest that will show you the basics of how to create a web based game. You will learn how to balance your game between challenging and fun with different styles of game play. Your final game will be published live on the internet for the world to play (just like the games you play when you should be doing your homework).

WHAT YOU NEED TO KNOW TO BE SUCCESSFUL: Game Design

Use the following check list to help you determine what you need to be included in your game project.

- WebQuest –
 - Complete all Missions in the Quest (5)
 - Earn League Mechanic Badge
- (Addison Joins the League)
 - Earn League Intern Badge
 - Earn Publish Badge
 - (Don’t print badges, take a screenshot of each badge and save it to the Game Design Worksheet)
- Game Design Apprentice Badge -
 - Complete all Missions in the Apprentice Badge (8)
 - Review **1 Gift Game** (write down the name of the game and copy your review to the worksheet)
 - Create **1 Gift Game** (take a screenshot of the game and write down the name of the game)
 - Get **3** Feedbacks on your Gift Game (copy the feedback onto your worksheet)
- Gamestar Badges -
 - Earn 5 Different Badges from the work:
 - Each badge needs to meet these requirements
 - Badge name written down
 - Screenshot of badge icon
 - Brief description of what was done to earn that badge
 - Earn 4 Levels within the Gamestar Workshop
- Rank - (Gamestar Level)
 - Earn the needed points for each XP check point
 - Designer XP
 - Player XP
 - Review XP
 - Citizen XP
 - Complete 5 Challenges
- Gamestar Challenge -
 - Each completed challenge meets the listed requirements
 - Challenge name written down
 - Screenshot of the challenge completed
 - Reward for completed challenge written down
- Practice Games:
 - **Design/Publish 3 games:**
 - Design 1 adventure style game
 - Design 1 platform style game
 - Design 1 game that contains both a platform style level and an adventure style level
 - For each game please record the name and a screenshot of each level on the game worksheet
 - **Design/Publish 1 game that contains more than 3 levels**
- Final Game :
 - Game needs to contain a story/purpose/goals (at least **3 goals**)
 - Game needs to contain multiple styles
 - Game needs to contain at least **3** rules
 - Game needs to contain proper use of space and components
 - For the Final Game please record the name and a screenshot of each level on the game worksheet

FINAL GAME NAME: _____

Name: _____

GRADING RUBRIC: Game Design

CATEGORY	4	3	2	1
WEBQUEST: _____/4 (2x) _____/8	Game design worksheet has all of the listed requirements filled in for the WebQuest portion: earn League Mechanic, Intern, and Publish Badges, each completed quest has a screenshot showing it is finished.	Game design worksheet has 3 of the 4 listed requirements filled in for the WebQuest portion: earn League Mechanic, Intern, and Publish Badges, most quests are completed and have a screenshot showing it is finished	Game design worksheet has 2 of the 4 listed requirements filled in for the WebQuest portion: earn League Mechanic, Intern, and Publish Badges, some quests are completed and have a screenshot showing it is finished	Game design worksheet has 1 of the 4 listed requirements filled in for the WebQuest portion: earn League Mechanic, Intern, and Publish Badges, none of the quests are completed and have a screenshot showing it is finished
GAME DESIGN APPRENTICE BADGE: _____/4 (2x) _____/8	Game design worksheet has all of the requirements for the Apprentice Badge met: 1 game reviewed, 1 gift game created, 3 provided feedbacks are recorded for your game, each completed quest has a screenshot showing it is finished.	Game design worksheet has 3 of the 4 requirements for the Apprentice Badge met: 1 game reviewed, 1 gift game created, 3 provided feedbacks are recorded for your game, each completed quest has a screenshot showing it is finished	Game design worksheet has 2 of the 4 requirements for the Apprentice Badge met: 1 game reviewed, 1 gift game created, 3 provided feedbacks are recorded for your game, each completed quest has a screenshot showing it is finished	Game design worksheet has 1 of the 4 requirements for the Apprentice Badge met: 1 game reviewed, 1 gift game created, 3 provided feedbacks are recorded for your game, each completed quest has a screenshot showing it is finished
GAMESTAR BADGES: _____/4	Game mechanic has earned a total of 5 badges and recorded the correct information for each badge: written badge name, screenshot of badge icon, brief description of what was done to earn that badge.	Game mechanic has earned a total of 3 or 4 of the 5 badges and recorded the correct information for each badge: written badge name, screenshot of badge icon, brief description of what was done to earn that badge.	Game mechanic has earned a total of 2 of the 5 badges and recorded the correct information for each badge: written badge name, screenshot of badge icon, brief description of what was done to earn that badge.	Game mechanic has earned a total of 1 of the 5 badges and recorded the correct information for each badge: written badge name, screenshot of badge icon, brief description of what was done to earn that badge.
GAMESTAR CHALLENGE: _____/4	5 Challenges have been completed and each requirement has been met for each challenge: name of challenge is recorded, screenshot of completed challenge taken, reward for challenge recorded.	3 or 4 of the 5 Challenges have been completed and each requirement has been met for each challenge: name of challenge is recorded, screenshot of completed challenge taken, reward for challenge recorded.	2 of the 5 Challenges have been completed and some of the requirements have been met for each challenge: name of challenge is recorded, screenshot of completed challenge taken, reward for challenge recorded.	1 of the 5 Challenges have been completed and some of the requirements have been met for each challenge: name of challenge is recorded, screenshot of completed challenge taken, reward for challenge recorded.
PRACTICE GAMES: _____/4 (2x) _____/8	Gamestar Mechanic has met all of the requirements for game creation: 1 adventure style, 1 platform style, 1 multi-level with both styles, and each game has been recorded on the game design worksheet.	Gamestar Mechanic has met 3 of the 4 requirements for game creation: 1 adventure style, 1 platform style, 1 multi-level with both styles, and each game has been recorded on the game design worksheet	Gamestar Mechanic has met 2 of the 4 requirements for game creation: 1 adventure style, 1 platform style, 1 multi-level with both styles, and each game has been recorded on the game design worksheet	Gamestar Mechanic has met 1 of the 4 requirements for game creation: 1 adventure style, 1 platform style, 1 multi-level with both styles, and each game has been recorded on the game design worksheet
FINAL GAME: _____/4 (2x) _____/8	Gamestar Mechanic has met all of the requirements for the final game: at least 3 goals present in the game, multiple styles included, at least 3 rules included, proper use of space and components throughout the game.	Gamestar Mechanic has met 3 of the 4 requirements for the final game: at least 3 goals present in the game, multiple styles included, at least 3 rules included, proper use of space and components throughout the game.	Gamestar Mechanic has met 2 of the 4 requirements for the final game: at least 3 goals present in the game, multiple styles included, at least 3 rules included, proper use of space and components throughout the game.	Gamestar Mechanic has met 1 of the 4 requirements for the final game: at least 3 goals present in the game, multiple styles included, at least 3 rules included, proper use of space and components throughout the game.

Gamestar Level Rank (achieve 4 levels): _____/10

- Level 1-3 worth 3 points each, Level 4 worth 4 points

TOTAL: _____/50

TEACHER COMMENTS: