

CISC 3667: Game Design and Development

In-Class Activity 2: Build a Game

Assigned: Thursday, September 10

Submission: Brightspace by 11:59 PM (Individual Submission)

Objective

In this activity, you will design a simple game using a limited set of **game elements, mechanics, and rules**. Your goal is to think about how the different parts of a game work together to create an experience for the player.

You will identify:

- Goals
- Mechanics
- Rules
- Objects
- Interactions
- Attributes
- States

You do **not** need to create or program the game. Your task is to **design a simple game concept**.

Part 1: Form Your Design Team

Work in a group of **4-5 students**. Your group will design a simple game using a limited set of design constraints. Your game can be:

- A board game
- A card game
- A video game
- A physical game
- Another type of playable game

The goal is not to create a large or complicated game. Instead, focus on creating a game that is:

- Understandable
- Playable
- Built around clear mechanics
- Governed by clear rules

Part 2: Your Design Constraints

Your challenge is to create a game using a **limited set of mechanics and objects**.

Choose **2 mechanics** and **3-4 objects** from the lists below.

Possible Mechanics

- Move
- Collect
- Avoid
- Shoot
- Match
- Trade
- Build
- Hide
- Race
- Jump
- Choose
- Push

Possible Objects

- Player
- Enemy
- Coin
- Key
- Door
- Timer
- Platform
- Card
- Resource
- Obstacle

You may decide how these elements work together, but you should **not simply add unlimited new mechanics**.

The challenge is to create an interesting game using limited ingredients.

Part 3: Design Your Game

1. Game Title

Give your game a name.

Game Title:

2. Goal

What is the player trying to accomplish?

The goal of our game is:

3. Core Mechanics

What does the player repeatedly do while playing?

Identify the two mechanics your group selected and explain how they work in your game.

Core Mechanic 1

Mechanic: _____

How does it work?

Core Mechanic 2

Mechanic: _____

How does it work?

How do these mechanics work together during gameplay?

4. Rules

What are the most important rules that define how your game works?

Think about:

- What can the player do?
- What can't the player do?
- What happens when the player succeeds or fails?
- How does the game begin?
- How does the game end?

You do **not** need to list every possible rule. Focus on the rules a player needs to understand in order to play.

Rule	How does it affect gameplay?
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	

Part 4: Identify Your Game Objects

List the important objects or entities in your game.

Examples might include:

- Player
- Enemy
- Collectible
- Platform
- Card
- Resource
- Obstacle

Object	Role in the Game
Player	Moves around the game space and tries to reach the goal.
Enemy	Moves around the game space and tries to stop the player.
Coin	Can be collected by the player to increase their score.
Door	Blocks the player's path and can be opened using a key.

Your Game

Object	Role in the Game

Part 5: Interactions

Games are made up of elements that interact with one another. Identify at least **two important interactions** in your game. For example:

Interaction	What Happens?
Player → Coin	The player's score increases.
Player → Enemy	The player loses health.
Player → Key	The player can unlock a door.

Your Game

[illegible]

Part 6: Attributes

Choose at least **two objects** and identify important attributes associated with them. An **attribute** is a characteristic or piece of information associated with an object. For example:

Object	Possible Attributes
Player	Health, speed, score
Enemy	Health, movement speed, damage
Coin	Value
Door	Locked/unlocked

Your Game

Object	Attribute(s)

Part 7: States

Identify at least **two states** that can change during your game. For example:

- Playing / Paused
- Alive / Defeated
- Locked / Unlocked
- Hidden / Visible
- Day / Night
- Level 1 / Level 2

Your Game

Object/Game Element	Possible States

Part 8: Draw Your Game

Create a quick sketch, state diagram, or wireframe showing how your game works. Your drawing does **not** need to be artistic.

You might show:

- The player
- Important objects
- The game space
- How objects interact
- A basic game screen
- The flow of the game

The goal is to help someone else understand your game.

Part 9: The 30-Second Test

Imagine someone starts playing your game. Describe what happens during the **first 30 seconds of gameplay**.

Consider:

- What does the player see?
- What does the player do?
- What decisions do they make?
- What do they interact with?
- What are they trying to accomplish?

A player begins by...

[illegible]

Part 10: Share Your Game

Be prepared to briefly share your game with the class.

Your group should explain:

1. **What is your game?**
2. **What is the player's goal?**
3. **What does the player repeatedly do?**
4. **What are the most important rules?**
5. **What objects are important to the game?**
6. **How do those objects interact?**
7. **What attributes or states can change during gameplay?**

Part 11: Submission

Each student must submit their own copy of the completed activity to Brightspace by 11:59 PM on Thursday, September 10.

Your submission should include:

- **Your name**
- **Your group members' names**
- Your completed responses for **Parts 1–10**
- Your group's game design, including:
 - Game title and goal
 - Core mechanics
 - Rules
 - Game objects
 - Interactions
 - Attributes
 - States
 - Game sketch, state diagram, or wireframe
 - 30-second gameplay description

Important: This is a **group activity**, but the submission is **individual**. Every student must submit their own copy to Brightspace. Group members may submit the same group work, but **each student is responsible for making their own submission**.

Deadline: Thursday, September 10 by **11:59 PM**