

Inside Gamestar Mechanic Game Design...

Lesson 8: Build in Gamestar Mechanic

Essential Question

Why is player feedback essential to the iterative design process?

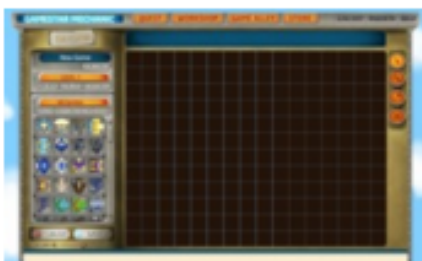
Using the Workshop in Gamestar Mechanic

First things first! Have you finished learning about Gamestar Mechanic? Working through Episode 3 will teach you how the interface works. Finishing all 5 Episodes will unlock Game Alley. Then you may publish your games and gather even more player feedback! Take time to work through at least Episode 3 now before attempting to build your own game.

Using your design document, begin building your game using the Gamestar Mechanic workshop. Keep in mind that using the game building interface may change your original plans for your game. Make adjustments to your design document as new ideas emerge. This is part of the prototyping process. As you build, you will quickly identify needed changes in your original game design.

Get Started

Open Gamestar Mechanic and click on the Workshop tab.



Click on the settings tab under "new game" and "level 1".

Under New Game, click settings to write your title and other information about your game.



Description

Students build their game in Gamestar Mechanic.

Standards Alignment: College and Career Readiness standards for Informational Text and Writing Literacy in Science and Technical Subjects, grades 6 - 8.

Materials

None

Notes/Lesson Plan

Have students share their games with you as they build them. Ask them to articulate the game narrative and identify the game mechanics.

Assignments

Building with Gamestar Mechanic

Discussion

Add Assignment

Building with Gamestar Mechanic

Description

Do you enjoy designing games? Why or why not?

Instructor Note

Use the Discussion Rubric to assess this activity.

Answer:

Save

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