

Inside Mobile Game Design...

Lesson 10: Scaling difficulty / Challenge

Essential Question

How is the "interest curve" applied to video games?

Keeping players challenged

If a game is too easy or too difficult players typically will not continue to play the game. They will lose interest. It is important to keep players interested throughout the game by introducing new challenges as players become better. This is done by slowly increasing the difficulty of the game. Incremental changes over time keep players feeling challenged and their interest in the game remains high but players still need breathers, or time to relax, as well. These stages of interest in a game are similar to the interest curve in other media. First, we will look at the interest curve from a film perspective and then we will tie this to the video game Angry Birds.

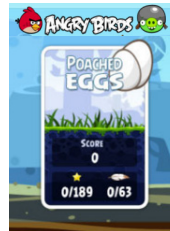
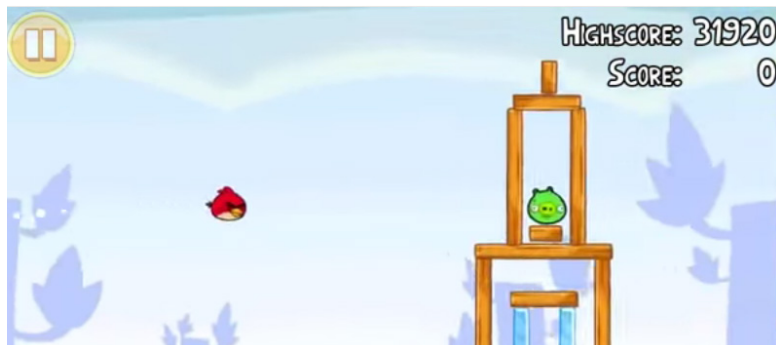
Elements of Interest Curve in Angry Birds

Play Poached Eggs, game #1.

Now compare this rising and falling action to the video game Angry Birds:

1. The limitation of only three birds introduces an element of tension/excitement. The player knows they only have three chances to smash the pig. If the first two chances miss, the interest on the third bird is heightened. This tension draws the curve from low to high, alternating peaks as the player draws back the slingshot to launch each bird.
2. More complex layouts cause the player to plan strategically, not only increasing interest on the remaining birds, but on each bird.
3. The artwork and sound is charming, and this adds **intrinsic interest** to the game.

The intrinsic interest exists because the art and sound is cute and fun. The interest curve is created due to the tension increasing over time.



Description

Players should feel challenged throughout game play

Lesson Specific College and Career Readiness Standards addressed for your state can be found [here](#).

Materials

Have access to and be able to play 'Angry Birds'.

Have access to and be able to watch the opening sequence from 'Raiders of the Lost Ark'

Notes/Lesson Plan

New challenges are introduced in games as players become better. This is necessary to keep them interested in the game. Stages of interest in a game are similar to the interest curve in other media. This lesson contains examples of interest curves.

Assignments

[Crazy Ball Wall Breaker](#) Project

[CBWB Elevator Speech](#) Activity

[Add Assignment](#)

Downloads

[Crazy Ball Wall Breaker Game Template](#)

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Crazy Ball Wall Breaker

Description

Now it is your turn to increase the difficulty of a game. We will use GameSalad's free Crazy Ball Wall Breaker template for this project. Download the template from the lesson page and play the game to become familiar with it. You may also download directly from the GameSalad site by clicking [here](#) and choosing Crazy Ball Wall Breaker download.

Follow the model set up previously to create the design documents and then make changes to the GameSalad project.

Your task is to add a second level to the game to increase difficulty. Here are two ideas, but feel free to use your own creativity:

- Have the ball move faster.
- Decrease the paddle's length.

When finished upload the required objects below.

Instructor Note

Use applicable rubrics for assessment.

Question 1: Upload your wireframe design document here.

[Choose Files](#) No file chosen

Question 2: Upload your completed one page design here.

[Choose Files](#) No file chosen

Question 3: Upload your storyboards here.

[Choose Files](#) No file chosen

Question 4: Upload your completed GameSalad project here.

[Choose Files](#) No file chosen

Question 5: Upload the completed Playtest form here.

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CBWB Elevator Speech

Description

Create your "Elevator speech" presentation. This is a one-minute recap of your project that can be presented in class. Upload it below.

Instructor Note

Students should give an honest reflection of their project and include something they would like to improve.

Use applicable rubrics for assessment.

Question 1: Upload your elevator speech here.

[Choose Files](#) No file chosen

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