

Math Game Design

Scope and Sequence

Module	Hours	Lessons	IDEA Team Activities	Individual Activities
1 What is a Game?	3	1 Getting Started 2 The Experience	<ul style="list-style-type: none"> Brainstorm Game Ideas 	<ul style="list-style-type: none"> Game Journal
2 Creating a Prototype	4	3 Game Mechanics 4 Game Balance	<ul style="list-style-type: none"> Prototype Your Game 	<ul style="list-style-type: none"> Game Journal Game Mechanics
3 Designing Interest	3	5 Stories and Characters 6 Design Details	<ul style="list-style-type: none"> Creating a Design Document 	<ul style="list-style-type: none"> Game Journal
4 Playtesting	3	7 First Playtest 8 Second Playtest	<ul style="list-style-type: none"> Getting Ready to Playtest 	<ul style="list-style-type: none"> Game Journal
5 Presenting Your Game	2	9 Presenting 10 What's Next?	<ul style="list-style-type: none"> Final Presentation 	<ul style="list-style-type: none"> Game Journal Assessment