

Making Mobile Games

Syllabus

Total Completion Time: Approximately 20 Hours

Objectives: *Students will be able to...*

- Identify game design principles found in many mobile games
- Use *GameSalad*, a free game design toolkit
- Balance an unbalanced game
- Apply progression and feedback to a game
- Effectively playtest a game

Technical Requirements:

- Windows machine running Vista or later
- Core 2 Duo or later CPU
- 2 GB of RAM minimum
- GameSalad Creator

Modules	Activities	Est. Time
Module 1: Introduction to GameSalad What's in a mobile game? Find out by using GameSalad software to add your own twist to a fun mobile game called <i>Aliens Zulama</i> .	Demonstrate <ul style="list-style-type: none">● Modify a game template● Debug new student created game	7 hours
Module 2: Game Design Tools and Game Balance Be part of a game design team! What does the team need? What design changes will it make to <i>Aliens Zulama</i> ?	Play and Compare <ul style="list-style-type: none">● Play <i>Aliens Zulama</i>● Play online version of <i>Aliens Zulama</i>● Compare balance in both games and create new strategies to balance an unbalanced game	6 hours
Module 3: Playtesting and Game Design Principles You did it! The game is finished! Time for your game design team to "mod" <i>Crazy Ball Wall Breaker</i> and share with others. Who will play the game? How will you know the game works just right?	Playtest and Evaluate <ul style="list-style-type: none">● Evaluate game feedback systems and playtesting● Modify a design document and another game template	4 hours
Module 4: Pitch it! Want to make this more challenging? Add another level to one of your games. Did other players like your games? What did you do that they enjoyed? Share your game design secrets with your classmates!	Reflect and Present <ul style="list-style-type: none">● Add a new game level and playtest.● Deliver an "elevator speech." Students present a one-minute summary of their game modifications, including what worked, what didn't, and changes planned based on playtesting and reflection.	3 hours