

Mobile Game Design

Syllabus

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Overview: It seems as if everyone has an idea for an "app" these days! In this course, you will use professional game design techniques to create playable mobile games that you can add to your game design portfolio. Using GameSalad, you will learn the fundamentals of game design, apply competition and playfulness, implement game design elements by modifying game templates from various video game genres, and debug using iterative game design.

Learning Outcomes: *Students will demonstrate proficiency with...*

- navigating GameSalad software;
- applying principles of game design;
- designing a game playable on an iPhone using GameSalad software;
- engaging in an iterative, playtest cycle;
- collaborating in a team environment.

Length of Course: Between 80 and 120 hours of coursework

Assessments Include: Rubrics designed for Authentic Assessment of Project Based Learning Activities

Software Needed: GameSalad Creator

Modules	Lessons	Assignments
1 Introduction to Game Design with GameSalad	1 What is a Game?	<ul style="list-style-type: none">● What's Your Favorite Game?
2 Getting Ready to Design!	2 Get Started as a Game Designer by Modding 3 The "Aliens Zulama" Game 4 Bug Fixing 5 More Practice Using GameSalad	<ul style="list-style-type: none">● Made Up Rules● Old Space invaders vs. Your First Project● Alien Ship Movement● Bullets and Scenes● Scene 2 Fixed● Basic Shoot'em Up Assignment● Module 2 Quiz
3 Game Balance	6 Game Design Tools 7 Fundamentals to Game Balance 8 Methods to Balance Games	<ul style="list-style-type: none">● Creating Game Design Documents● Balance Issues with Alien Project● Fair vs. Unfair● Start to Balance Aliens Zulama● Reflection on Start to Balance● Module 3 Quiz
4 Playtesting	9 Playtesting	<ul style="list-style-type: none">● Creating Playtesting Protocol● Elevator Speech● Module 4 Quiz

5 The Interest Curve	10 Scaling Difficulty/Challenge 11 Goals/Objectives 12 Feedback	<ul style="list-style-type: none"> ● Crazy Ball Wall Breaker ● CBWB Elevator Speech ● The Interest Curve and Goals in Angry Birds ● Identity Objectives ● Goals and Feedback ● Goals and Feedback Elevator Speech ● Module 5 Quiz
6 Risk vs. Reward	13 Scoring Mechanisms 14 Risk vs. Reward 15 Chance	<ul style="list-style-type: none"> ● Aliens Conquer Score ● Games with No Scoring Mechanism Discussion ● Unique Scoring Mechanism Discussion ● Scoring Elevator Speech ● Mystery Ship ● Aliens Conqueror Rewards ● Rewards Elevator Speech ● Element of Chance Ideas ● Module 6 Quiz
7 Player Progress	16 Story/Narrative and NPCs 17 Rewards 18 Progression	<ul style="list-style-type: none"> ● Games the Use Rewards ● Add NPCs to Aliens Zulama ● Cave Adventure Story ● Cave Elevator Speech ● Platformer Rewards System ● Platformer Elevator Speech ● Leveling System ● Level Elevator Speech ● Leveling System
8 Final Project	19 Overview of Final Project	<ul style="list-style-type: none"> ● Professional Game Designers ● Final Elevator Speech ● Final Project ● Reflection on the Mobile Game Design Process
Final Exam – Multiple Choice Final Exam – Essay		