Topic

What is your game about?

How to not pollute our environment with rubbish

Values

Values, morals, or ethics at the heart of your game

Kaitiakitanga- being a guardian of our environment

Purpose

What do you want players to think/ feel/ experience when they play your game?

I want my players to Think that rubbish belongs in bin

What do you want them to do as a result?

As a result I want them to pick rubbish up if they see it lying around the school.
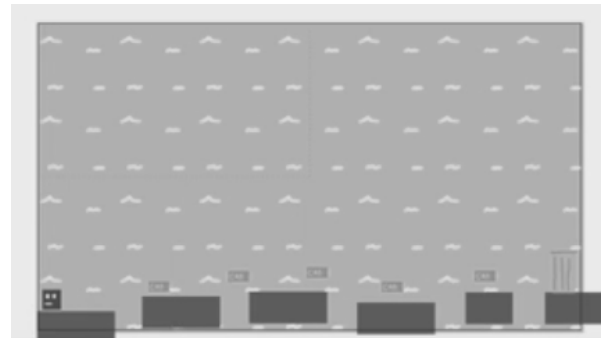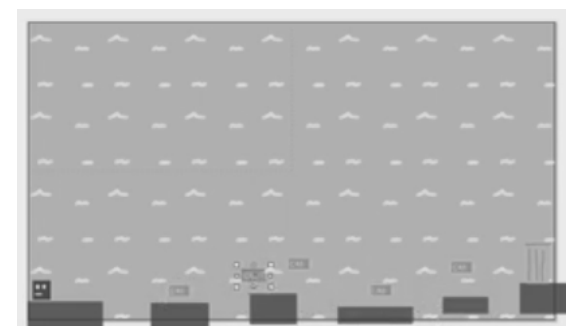
Target Audience

Who is your game aimed at?
It is aimed at intermediate and early high school school kids

How does it suit them?

It is a platformer which is super fun

Game play

What are the controls?

Keys on keyboard Left, Right & Up arrows

Story and Objectives

What do you do in your game? What is the aim of it? How do you progress or win? How do you go backward or loose?

The player is on a mission to clean up all the Rubbish.

The player must pick up every bit of rubbish and make it to the bin without falling down the gaps!
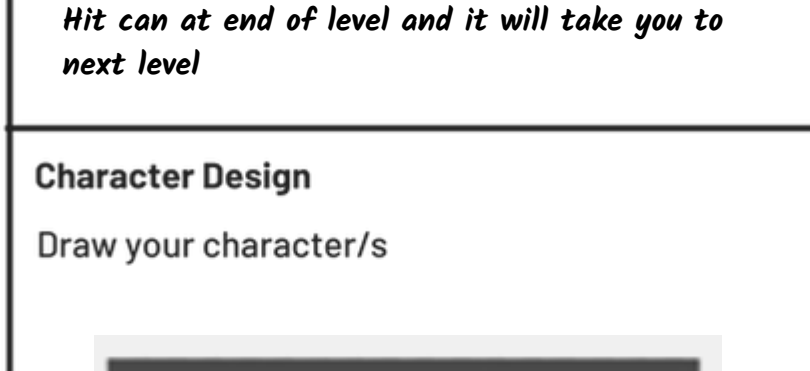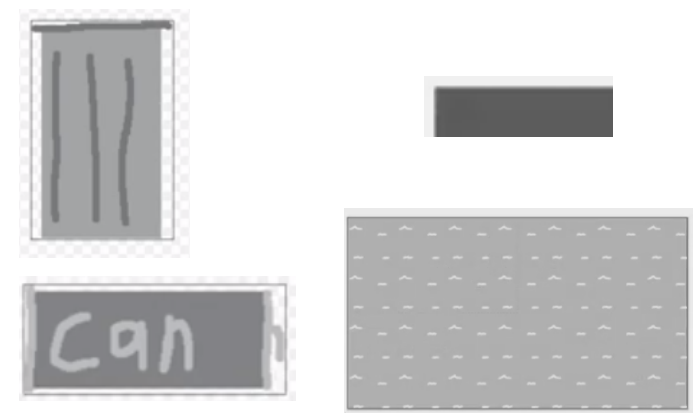
Rules

What rules must players follow in your game?

Player must land on green platforms or else starts again and resets the rubbish

Player gets each piece of rubbish 1 time

To win player must touch rubbish bin

Levels

How does the game change as it progresses? How do you reach the next level? Does the game play change?

Platforms get harder to jump to - Different Heights

Hit can at end of level and it will take you to next level

Character Design

Draw your character/s

Layout – Game Screen 1

Req: Sprites Backdrop # Audio

Layout – Game Screen 2

Req: Sprites Backdrop # Audio

Layout – Game Screen 3

Req: Sprites Backdrop # Audio

Layout – Game Screen 4

Req: Sprites Backdrop # Audio

Assets

What other assets do you need? Audio? Backdrop Pictures? Other Characters?

OMGTech! Digital Game Canvas Advanced
Created by Pam Fergusson Charitable Trust in May 2019. This work is licensed under a Attribution-NonCommercial-ShareAlike 4.0 International.

Game Name: "Pick up your rubbish!!!" An introduction to value based game design in C3

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