

Topic

What is your game about?

How to not pollute our school 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? What do you want them to do as a result?

Pick up your trash example I want my players to

Think that rubbish belongs in bin

Feel they are doing something bad when they drop rubbish on the ground.

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 primary and intermediate school kids

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?

In my game you have to go around and pick up bits of rubbish.

You are walking through an area that has a maze

Once you have picked up all the rubbish you deliver it to the rubbish bin

If you touch the walls you go back the the start but you don't loose your points cause you have already picked up that rubbish :-)

Rules

What rules must players follow in your game?

1. You can not touch the walls or you get teleported back to the start

2. You must pick up all 3 bits of rubbish before you can deliver them to the bin

3. Once rubbish is picked up it disappears and cannot be picked up again

4. You get one point for one bit of rubbish

Game play

What are the controls?

The cat character follows the mouse

The score will be tracked by an onscreen score

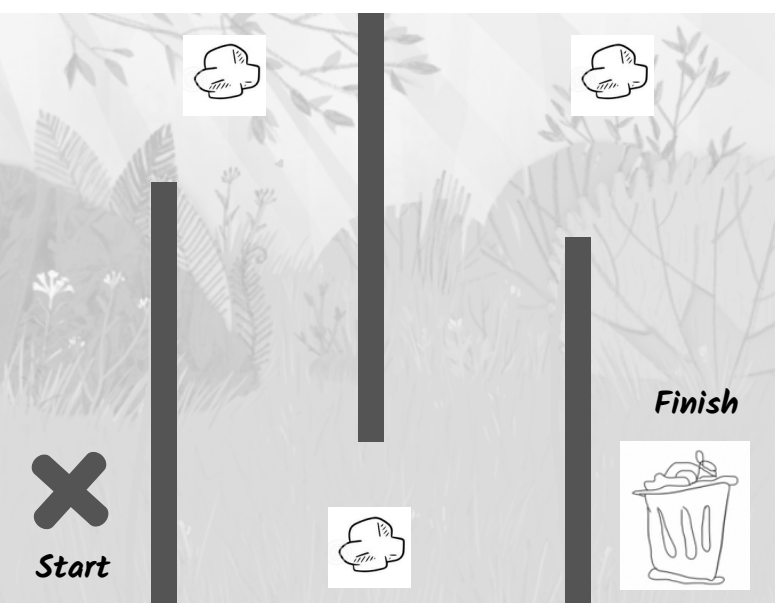
Character Design

Draw your character/s



Layout - Screen 1

Draw your game screen layout



Layout - Screen 2

Draw your game screen layout

Did not use as we only made one level!!

Assets

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

Other characters / Sprites:



Rubbish Bin



Rubbish X3

Audio - Cat Meow when rubbish goes in bin

Backdrop - Something outside in nature, maybe a school?



Nature #1

Cat Meow

Req:

Sprites

Backdrop

Sounds

Req:

Sprites

Backdrop

Sounds