

GAME CONTROLS

CHOOSE YOUR PLATFORM

You must decide on a platform to be able to choose the controls your players will use. What platform will suit your game best?

A game app A console game A PC based game

From your list of game mechanics, plan your list of controls

1. _____
2. _____
3. _____
4. _____

Assign each game mechanic, a button, key or touch movement for your chosen platform.

Game App



Tap



Swipe left



Swipe right



Swipe up



Swipe down

Console Game



1. _____
2. _____
3. _____
4. _____

PC/Desktop



- W _____
- A _____
- S _____
- D _____

GAME RULES

Games need rules. What are the rules for your games? Some common game rules are:

- Run out of time and the character loses a life
- Collect 100 coins/items and the character gains a free life
- You must defeat a boss at the end of each level to progress to the next one.

If you want to use these rules for your game tick the ones you want but add two new rules below. They can be about hazards (for the character), challenges (for the player) or how to win. You can research other game rules to help you choose yours.

Rule 1

Rule 2

HOW TO WIN YOUR GAME

Winning a game happens when the player makes the character successful in reaching their goal. How will your player win your game? Complete the sentence below:

The player wins when the character _____

Draw the completion screen from the end of your game.



MUSIC

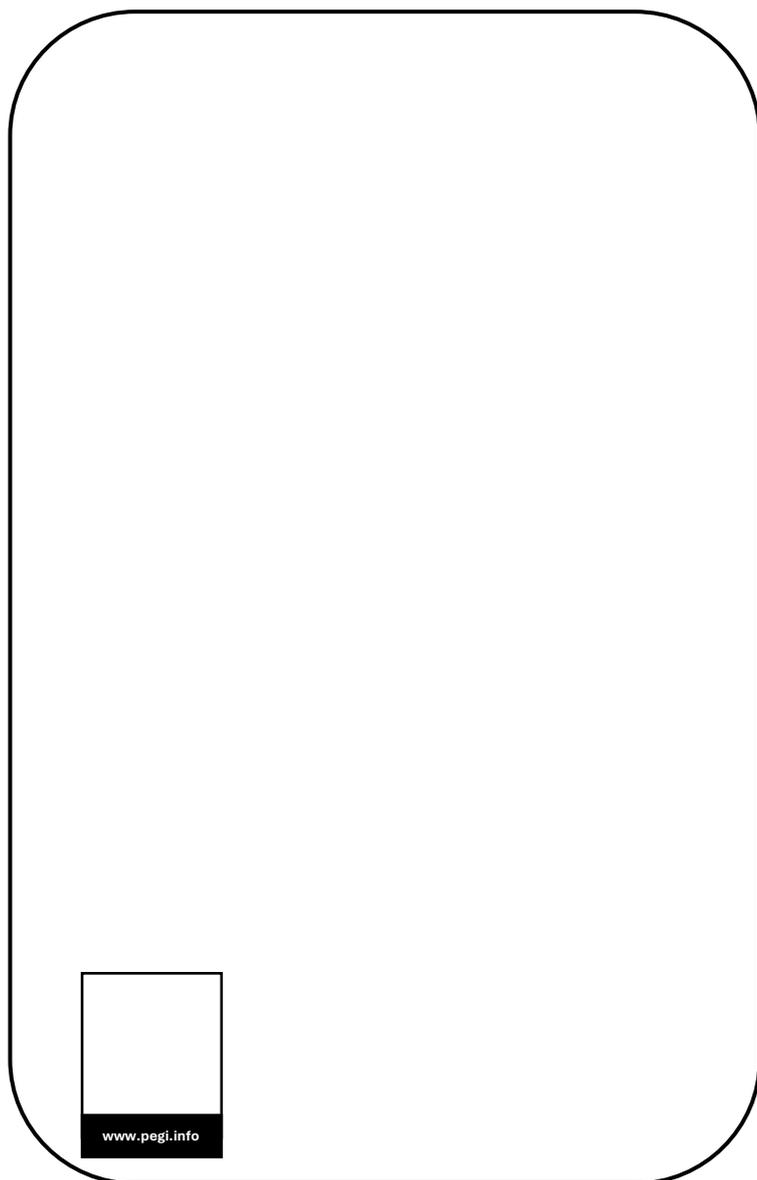
Music is used in video games to set the mood, convey emotion, build suspense and generally help to tell the story. It can make the game more enjoyable and interesting for the player.

Write a descriptive sentence about the kind of music you want in your game and why? E.g. I have chosen a cheerful music style because I want the player to feel happy and enjoy the game.

I have chosen _____ music style because I want the player to feel

COVER ART

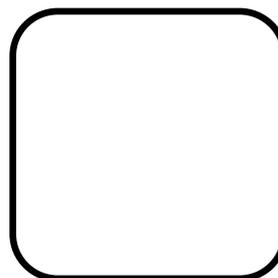
Design a cover for your game.



A large, vertically oriented rounded rectangle with a black outline, intended for drawing a game cover. In the bottom-left corner, there is a smaller, empty rectangular box with a black border. Below this smaller box is a black horizontal bar containing the white text "www.pegi.info".

APP ICON

Not all games need a box.
Design an app icon in the box below
or on a separate sheet of paper.

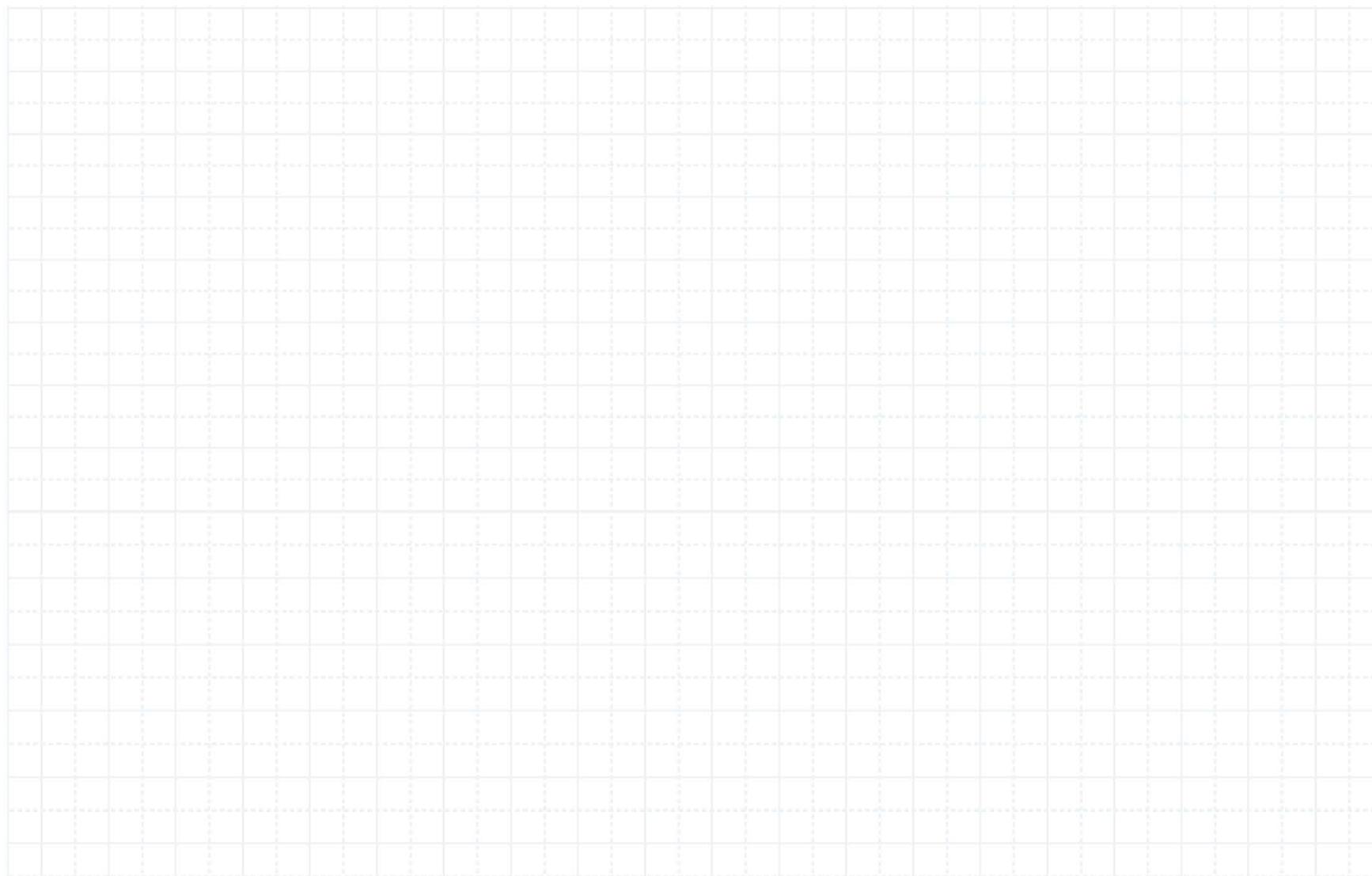


A square box with rounded corners and a black outline, intended for drawing an app icon.

The PEGI rating system lets parents know the age suitability of a video game.

Make sure your game is suitable for players who are 12 or younger.





LEVEL DESIGN Use the grid to draw the route that your character can take from the start to the end point of one of the levels in your game. Things you can include are the setting, baddies, start point, end point, checkpoints, hazards, power-ups, collectibles and other game elements.

INTERFACE DESIGN Pick one part of your game and show what it would look like on the screen. For example, do we see a side view of the character or are we behind them or above. What part of the setting and what information icons can we see?

A large, empty rounded rectangle with a solid black border. Inside this rectangle, there is a smaller, concentric rounded rectangle defined by a dashed black line. This layout is intended for a student to draw a game interface design within the dashed lines.