

## STORYBUILDER FOR GAMES BAFTA YGD - Live Lesson 1 Worksheet

### WORLD BUILDING

My game takes place in a world that is \_\_\_\_\_

The time period my game takes place in is \_\_\_\_\_

My story takes place in      daytime      nighttime      24 hours      Other \_\_\_\_\_  
(circle your answer)

My setting is \_\_\_\_\_

The sky is \_\_\_\_\_

### HAZARDS & REWARDS

Hazard 1 is \_\_\_\_\_

It sounds like \_\_\_\_\_

Hazard 2 is \_\_\_\_\_

It sounds like \_\_\_\_\_

Reward 1 is \_\_\_\_\_

It sounds like \_\_\_\_\_

Reward 2 is \_\_\_\_\_

It sounds like \_\_\_\_\_

### GAME MECHANICS

Game mechanics are the rules for playing and winning a game. They include how the game responds to the player using the controller. It can be the character's movements (jump, shoot, build etc) or the player's decision (solving problems, managing resources, navigating a world etc). Circle the game mechanics you need in your game or add your own idea.

### MY GAME MECHANICS

Character movements      Run      Jump      Kick      Dance      Other \_\_\_\_\_

Character actions      Drive      Ride      Build      Shoot      Other \_\_\_\_\_

Player actions      Build resources      Explore      Solve puzzles      Take turns      Other \_\_\_\_\_

Think of the verbs that form your game's mechanics and write a sentence for the character and one for the player.

Example: My character will be running, jumping and collecting.

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Example: The player will be exploring and solving.

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### Unique Selling Points

Now is a good point to reflect on your game design ideas. It's important that your ideas are original. What makes your game idea unique and different from other games?

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_

**NOTES & DOODLES** – use this space to write down or draw any new ideas or changes you have for your game.