

# Game Design



SCOUT NAME

DATE/LOCATION



## Game Design Merit Badge Workbook

Game Design Merit Badge: Requirements 1,2

<b>1a</b>	<p><b>Play 4 Games:</b></p> <table border="1" style="width: 100%;"> <tr> <td style="width: 50%; vertical-align: top;">                     Discuss: Medium                      Player Format                      Objective                      Rules                      Resources                      Theme                 </td> <td style="width: 50%; vertical-align: top;">                     Discuss:                      What did you like                      Was it fun                      Compare/contrast                 </td> </tr> </table>	Discuss: Medium Player Format Objective Rules Resources Theme	Discuss: What did you like Was it fun Compare/contrast
Discuss: Medium Player Format Objective Rules Resources Theme	Discuss: What did you like Was it fun Compare/contrast		
<b>1b</b>	<p><b>PLAY VALUE:</b> Describe 4 types and describe each concept. Discuss why people play games</p>		
<b>2</b>	<p><b>Discuss 5 of the 17 terms below:</b></p> <p><b>THEME:</b> Story, Setting, Characters</p> <p><b>GAMEPLAY ELEMENTS:</b> Sequence, level design, interface design</p> <p><b>GAME ANALYSIS:</b> Difficulty, balance, depth, pace, replay ability, age appropriateness</p> <p><b>OTHER:</b> Single vs. multiplayer, co-op vs. competitive, turn based v real time, strategy vs reflex vs chance, abstract vs. theme</p>		
<b>3</b>	<p><b>INTELLECTUAL PROPERTY:</b> How protected, give examples</p>		
<b>4a</b>	<p><b>RULE CHANGE:</b> Pick a game where the rules can change. Play normally</p>		
	<p><b>4b:</b> Propose changes, predict the impact</p> <p><b>4c:</b> Play with one change. Analyze the impact. Now repeat</p> <p><b>4d:</b> Explain how the changes impacted the game.</p>		
<b>5</b>	<p><b>DESIGN A NEW GAME:</b> Record in a game design workbook</p>		
	<p><b>5a:</b> VISION STATEMENT: ID medium and players, setting, etc</p> <p><b>5b:</b> Describe the play value</p> <p><b>5c:</b> Make a preliminary list of rules</p> <p><b>5d:</b> Draw game elements: APPROVE THE CONCEPT</p>		
<b>6a</b>	<p><b>PROTOTYPE:</b> demonstrate</p> <p><b>6b:</b> Playtest</p> <p><b>6c:</b> Make changes, run through 2x</p>		
	<p>Playtest</p>		
<b>7</b>	<p><b>BLIND TEST</b></p>		
<b>7a</b>	<p>Write out rules</p> <p><b>7b:</b> Share with group that hasn't played before</p> <p><b>7c:</b> Share notebook with counselor. Discuss and analyze</p>		
<b>8</b>	<p>Do either 8a or 8b</p>		
	<p><b>8a</b> Visit a professional in game industry</p> <p><b>8b</b> List three opportunities in game development</p>		

"When playing a game, the goal is to win, but it is the goal that is important, not the winning."- Reiner Knizia

## Game Terminology:

### *1-What is a Game*

### *2-Goal*

### *3-Core Dynamic*

### *4-Game Mechanics*

### *5-Game Medium (Elements)*

### *6-Game Format (Dynamic)*

### *7-Game Theme*

### *8 - Intellectual Property*

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Game Design Merit Badge: Requirements 1,2

Game	Objective		Format		Rules (Mechanics)	Medium	Resources	Overall
	What was the goal?	Was it Fun?	See below for list of dynamics	Was it Fun?	List 1-3 rules that were good or bad? Did they make the game fun or confusing?	Game Elements (see below) Which stood out?	How did you know how well or poorly you were doing	Liked/Disliked
1								
2								
3								
4								

OBJECTIVE		
Goal of the game. "Have no cards left" ...."Have the most money" ... "be the last person in play" etc.		
FORMAT		
<b>Race to the Finish</b> (Candy Land, Mario Kart)	<b>Collecting</b> (Trivial Pursuit, Munchkin, Checkers)	<b>Wrong Move:</b> (Twister, Operation, Simon Says)
<b>Territory Acquisition</b> (Risk, Monopoly)	<b>Rescue/Escape:</b> (City of Heroes, Capture the Flag, Pandemic)	<b>Build</b> (Sims, Roller Coaster Tycoon)
<b>Exploration</b> (Minecraft, Civilization)	<b>Alignment:</b> (Tic-Tac-Toe, Connect Four, Candy Crush)	<b>Outwit</b> (Stratego, Chess)
<b>Solution</b> (SpellTower, Escape Room)	<b>Matching</b> (Spot It)	
MEDIUM/ELEMENTS:		
<b>Chance</b> (Equalizes the playing experience, roll dice, draw cards, toss/throw something. Game like Chess has <b>no</b> chance in it)	<b>Three C's: Competition/Conflict/Cooperation:</b> Are you working together to achieve a goal (Cooperation), are you competing with each other in order to gain an advantage (Competition) or are you overcoming something in the game that is an obstacle or creates a sense of urgency (conflict). One game can have more than one of these three C's.	<b>Resources:</b> What is the game's currency? Money? Cards? Objects? These are things that typically you start with a set amount, and can gain or lose during the game in order to gain advantages and achieve the objective.
RULES/MECHANICS:		
General Rules	What you can and cannot do within the game.	Turns, board movement,
Speed	Visual	Take a card/Play a card
RESOURCES:		
What is the game currency?	Cards, Money, Land, "Lives",	

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Game Design Merit Badge: DESIGN NOTEBOOK  
(Requirements 5,6,7)

*Requirement 5-7: Design a new game.*

*IS IT FUN? WOULD YOU PLAY IT?*

### **Boy Scout Troop Game Design**

**Game Theme:** Must have this theme: Boy Scout related

That's it, quite simple; the game is intended as something that can be used to positively reflect scouting.

**Game Audience:**

**Your choice:** Can be fellow scouts, or recruiting new scouts, or played with any group but with a scout theme

**Game Goal:**

**Your choice:** Some ideas appear below:

**Scenario #1:** The goal is to help Scouts remember the oath/law and other specific things (First Aid, Merit Badge Req's, Advancement). Can be a trivia game, card game, app.

**Scenario #2:** Each Player begins as a first year scout and the goal is to become an Eagle or collect the most Merit Badges or other goal. Game is 7 rounds: begin at age 11 and ends at age 18. Can use a board or cards, or app.

**Scenario #3:** All players are with different Troops in the same neighborhood. The goal is to recruit the most new scouts to your troop. There can be a deck of "new recruits" that you are vying for. Troops can appeal to the recruits own likes/dislikes by focusing your troop on specific things, like Living the Scout Oath, or STEM, Camping, Advancement, Service, etc). The board can be a "town" with decks of cards for recruits from each area.

**Scenario #4:** "Summer Camp Challenge". Each player is a Troop/Patrol at summer camp trying to win best patrol over the week. Gain levels by doing good turns, service, gaining merit badges, Lose points by having a messy camp site, missing assignments. Add bears in the mix to scatter other groups. Board can be the camp map.

**Scenario #5:** Develop an app that will be used by members of the troop to gain "advancements" within the app. The members of the troop can challenge each other within the app and there is a leader board to track progress. At the end of the year top scores can win an award.

**Scenario #6:** Take a game you know (ex Apples to Apples, Monopoly, Clash of Clans, Catan, Risk, Munchkin, Clue, War, Temple Run, and so on) "retheme" it to be a Scout game

**Remember:**

- Needs to be fun!
- Need s to involve a scouting theme.

*IS IT FUN? WOULD YOU PLAY IT?*

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Game Design Merit Badge: DESIGN NOTEBOOK

(Requirements 5,6,7)

Any game medium or combination of mediums is acceptable. Record your work in this Game Design Notebook

a)	Write a vision statement for your game:
	Medium: Player Format: Objective: Theme:
b)	Describe the Play Value:
c)	Preliminary Game Rules:
d)	Game Elements: (Features that help immerse the player in the game: Story, conflict, chance, strategy.)
	Merit Badge Counselor's Approval:
	Scout Name
	Game Name

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6 a)	Create A Prototype for the game
	Game Name:
b)	Playtest
c)	Change and repeat:
7 a)	Write Out your Game Rules (attach)
b)	Have a group play that hasn't seen it before:
c)	Discuss and Analyze with Merit Badge Counselor Review:

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## Game Design Checklist

<b>Goal/Objective</b>
Vision Statement:  Do you have an easily explained Goal?  Does everything included in the game go towards getting to the goal? (if you are good at the game will you achieve the goal?)
Target Audience
Think about these options towards your Game Goal: Luck vs Skill; Coopoerative vs Competitive; Strategic vs Party; App vs Board vs Card; Dexterity; Real Time vs Turn Based; Dice vs Deck;
Can we assume prior knowledge and skills required to play?
Does the game need levels for different player (scout) levels?
Does it sound like fun? Engaging
Chaos? Too much can make the game uninteresting because there is no skill (Ex: Exploding Kittens).

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Too little and the game may lose some interest because nothing unexpected happens (ex Chess)  
**\*Note Chess is a really good game, but you need to decide if you are going for that level of strategy or for something with a little luck/chaos thrown in.**

Game Rules

Designer Notes/Sketches Game Elements