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## How to play Cat on Yer Head.

**Teaching Game Design** 

playniac Ukie J. PlayStation. SEGA Marwickshire UBISO

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## Let's play a game.

# Everyone, make sure you are within arms reach of at least two other people.





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One player starts with the **cat** on their head and on the other side of the room another player starts with a **mouse** on their head





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The player with the cat repeats the word "cat" loudly

The cat moves when the player passes it on by tapping the shoulder of their neighbour



WITCH

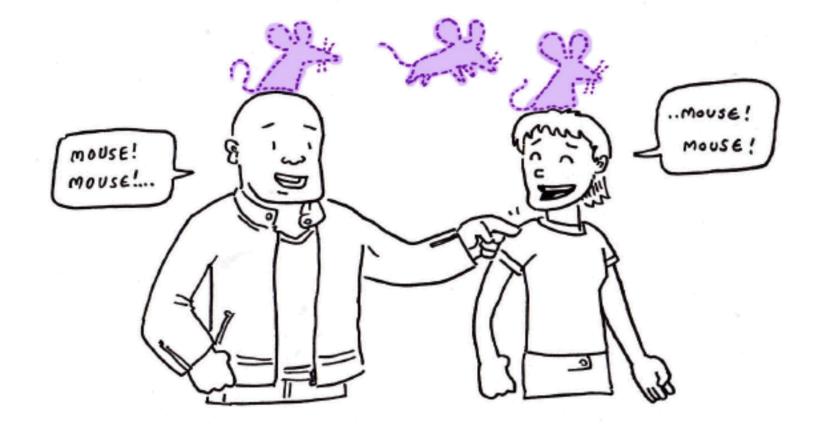
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The next player now repeats "cat" loudly

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The mouse moves in the same way





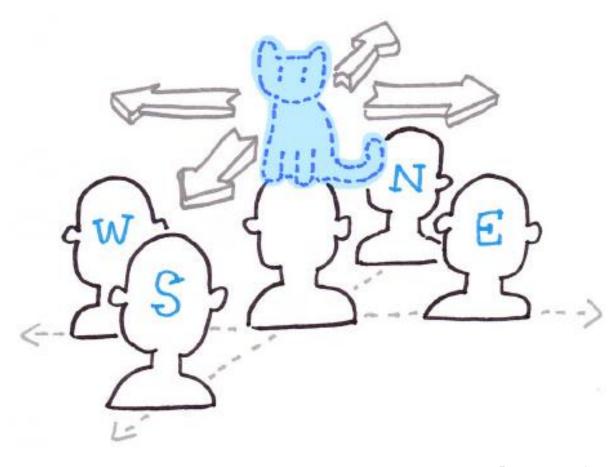
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Cat & mouse can both move in any direction...





WITCH

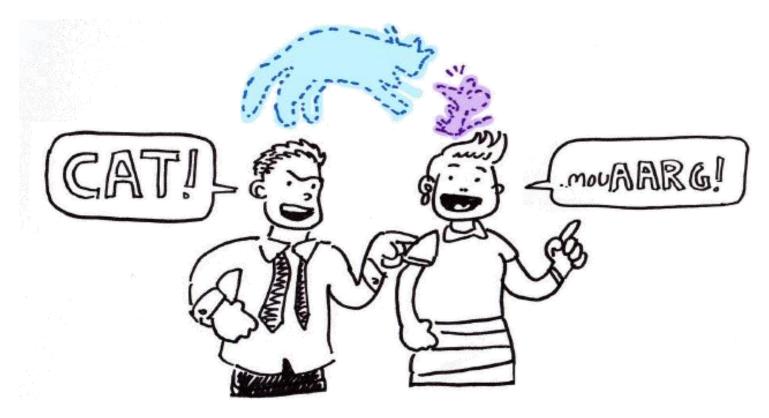
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If the cat catches the mouse before the time runs out then the cat wins. Otherwise if the mouse survives, then the mouse has won!





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# Let's Play.









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## Have a think...

Cat On Yer Head teaches you key principles about games design. What do you think these are?

Hint: Think about the activity you have just done, what does it have in common with a computer game?



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### **Teaching Game Design Principles.**

### **Game Character**

Most games have a key character

#### **Game Mechanics**

There are rules to play every game

### **Protagonist / antagonist**

Also known as 'hero/heroine' and 'villain/enemy'

### **End Game State**

How does the game end?

### Who wins?

What must the characters do to win?

### **Iterative Design**

Playing again, and adding more features

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### Teaching Games Development. Links to Industry.

Cat On Yer Head is a game that was originally developed by Playniac in order to teach game development principles to young talent. Digital Schoolhouse took the original idea and developed teachers guidance and lesson materials to support the game so that it can be used to engage pupils of all ages in the classroom.

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