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# Loopy Games!

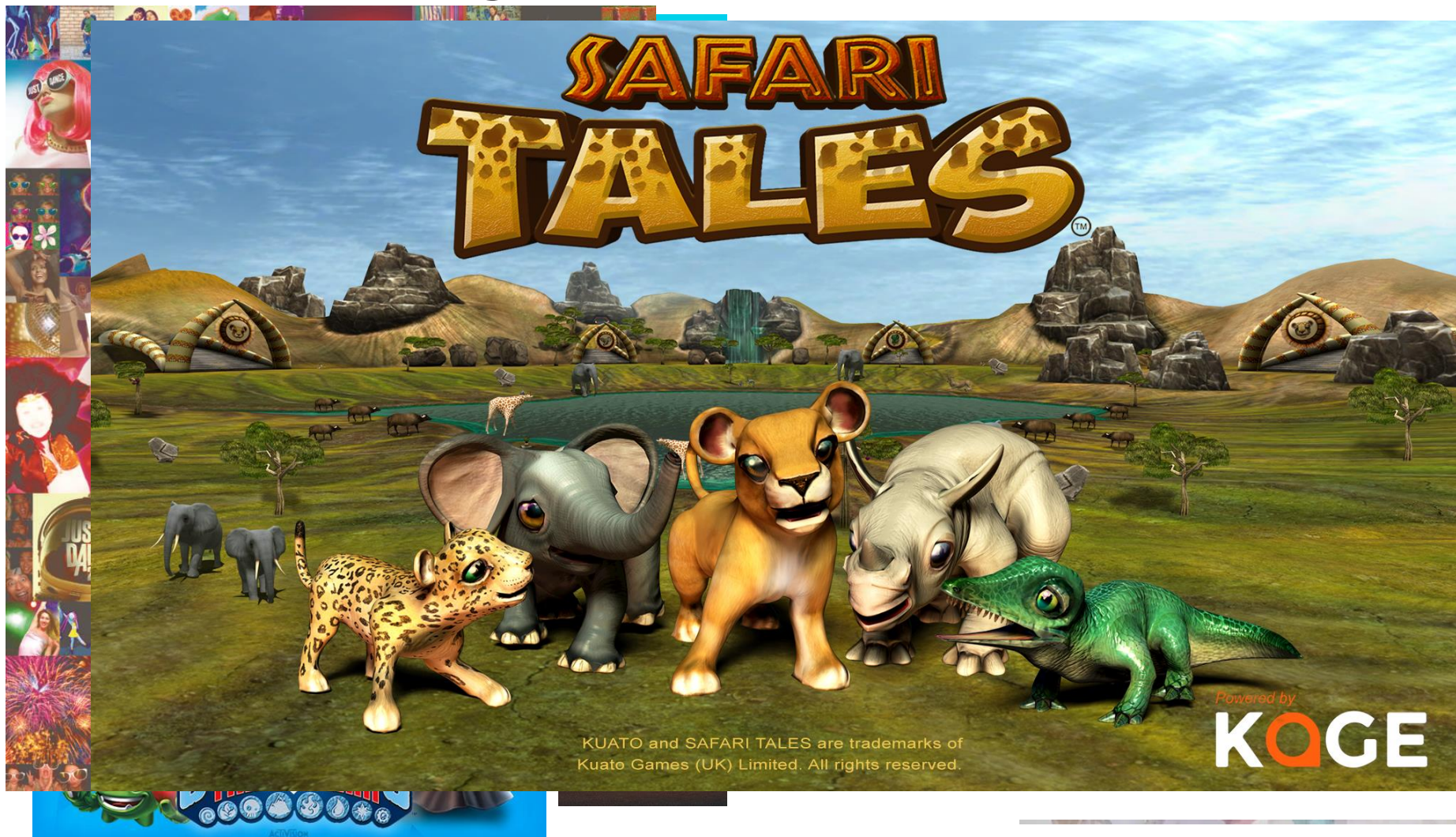
An Iterative Game Design Workshop



PlayStation.



# Do you play games?



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**kuato**  
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PlayStation.

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# Games!

All these games are made by groups of people! Games usually require team effort and can take anywhere as little as a few months to over 5 years to develop and perfect.

Each person within the team takes on the responsibility for making a different aspect of the game. These include:

The game designers *design the game*

The programmers *program the game*

The artists *create the artwork for the game*

The Sound/audio team *will make the sound effects for the game*



# Coming up with a game idea.



In your groups discuss what you like and don't like about games

What features should your game have?

Use the worksheet to brainstorm some ideas for your game.  
As a group can you agree on one?





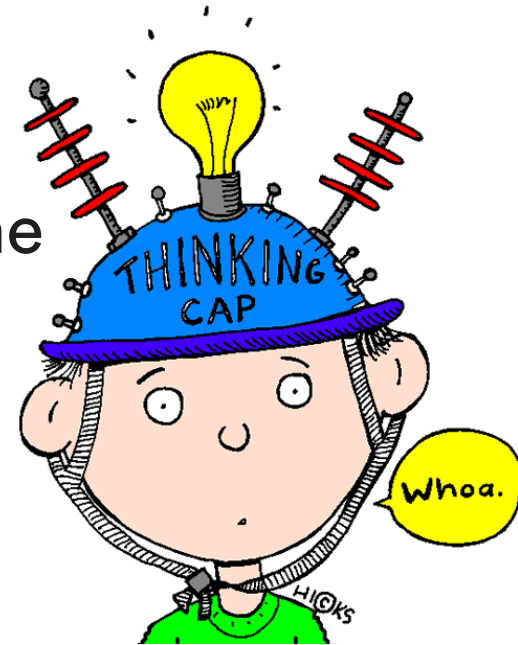
# Research Time.

1. Assign each member of your group to play a different game.

*Note – you should choose a game that is similar to the one you want to create.*

2. Spend approximately 10 minutes playing the game

3. Complete the worksheet



# Review your idea.

Feedback your research findings to your group members

Appoint a group scribe to note down:

Game features everyone agrees should be included

Your reasons why



# Design Your Idea.

Use “Activity 3 – Game Design” worksheet to develop and finalise your idea as a group

You may want to split this up and have different members of the group filling in different parts of the worksheet.

For example, you may wish to task different people to design the art work for the game and deciding how the game works



# Pitch your Idea.



Very quickly, decide how you are going to pitch your idea to the rest of your class.

You will need to talk about:

Game overview (can you describe it in a few sentences)

What makes your game so special?

Game Visuals & art work - initial ideas for what your game will look like





# Pitch your Idea.



## Listening...

Listen carefully to the ideas presented

Give your colleagues feedback on what you think are the strengths and weaknesses

## Presenting...

Appoint a team member to act as a scribe to write down the comments being given by the class.



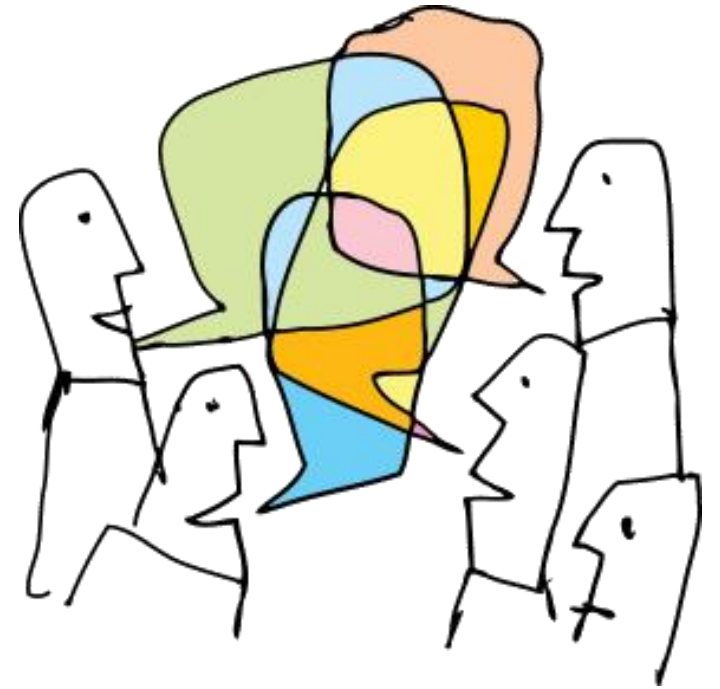
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# Review & Finalise.

Review your game idea based on the comments you received

Improve your designs



# Skills Development.

Open and run the game “Spiffy’s Adventure” in GameMaker

What does the game do?

How does it work? How is the game made?



# Skills Development.

The game isn't finished...  
What's missing?



As a group can you work out what you need to do to finish it?



# Review Your Design.

Take another look at your designs as a group  
Review them based upon what you have learnt  
Do you want to change anything?





# Game Development.

You are developing this game as a group, therefore you need to decide who does what. Some suggested roles are:

Artists - Create the sprites (artwork)

Sound engineers – Create the sound effects for the game

Programmers – putting it all together

You can create your own roles and divide the jobs up. You may want people to change roles as the game develops



# Get Creative!

Distribute the “Job Description” sheets to the relevant team members. These describe what each team member needs to do, and where they can find help.

Activity 4 – Sound engineer

Activity 4 – Artist

Activity 4 – Games Programmer



# How good is your game?



1. Get back into your groups
2. Play your game
3. Discuss whether your game could be improved further

# Making some final Improvements.

Use your discussion to complete and improve your game a little further

Use the support from your friends to help you solve some of the challenges.



# Take another look...



Go back to the game and spend a few minutes playing

Consider the following:

Does your final game match up with your original ideas?

What were your first impressions of the game? Have they changed? What do you think now?

How would you like to develop your game further? Does it need anything else?





# Show and Tell.

Show your game...

How does it work?

What did you learn?

If you had more time, how would you improve it further?

