

Mobile Game Design

Course Overview: It seems as if everyone has an idea for an "app" these days! In this course, you will use professional game design techniques to create playable mobile games that you can add to your game design portfolio. Using GameSalad, you will learn the fundamentals of game balance, apply competition and playfulness, demonstrate a working knowledge of triangularity, and debug using iterative game design.



Learning Outcomes: By the end of the Mobile Game Design course, students will demonstrate proficiency with:

- Navigating GameSalad software;
- Applying principles of game design;
- Designing a game playable on an iPhone using GameSalad software;
- Engaging in an iterative, playtest cycle;
- Collaborating in a team environment.

Course Number: 6674

Credit: 0.5

Grades: 9, 10, 11, 12

Prerequisite: Evolution of Games



Learn More...

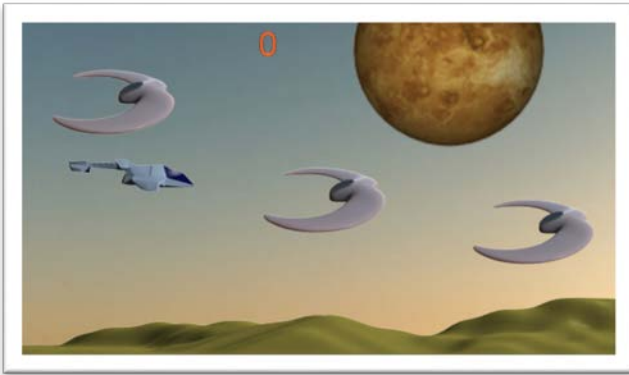
Students who complete this course will be more well prepared for careers such as:

- Aerospace Engineer
- Animator, Multimedia Artist
- Architect
- Automotive Engineer
- Cartographer
- Computer Systems Analyst
- Corporate Trainer
- Entrepreneur
- Game Publisher, Designer, Developer

- Geospatial Information Scientist and Technologist
- Graphic Designer
- Industrial Designer
- Logistician
- Media-Related Career
- Meeting, Convention, and Event Planner
- Network Systems and Data Communications

- Producer/Director
- Project Manager
- Software Developer
- Software Engineer
- Urban Planner
- Video Game Tester
- Web Developer
- Writer, Author, Editor

North Hills Technology Education



Module 1: Introduction to Game Design with Game Salad

Lesson 1: Game Design and Game Salad Fundamentals

Assignment: What's Your Favorite Game?

Module 2: Getting Ready to Design!

Lesson 2: Getting Started as a Game Designer by Modding

Assignment: Made Up Rules

Lesson 3: The "Aliens Zulama" Game Template

Assignment: Bullets and Scenes

Assignment: Old Space Invaders vs. Your First Project

Assignment: Aliens Ship Movement

Lesson 4: More Practice Using GameSalad

Assignment: Basic Shoot'em Up

Lesson 5: Game Design Tools

Assignment: Creating Game Design Docs

Module 3: Game Balance

Lesson 6: Fundamentals of Game Balance

Assignment: Fair vs. Unfair

Assignment: Balance issues with Alien Project

Lesson 7: Methods to Balance Games

Assignment: Start to Balance Aliens Zulama

Assignment: Reflection on Start to Balance

Module 4: Bugfixing/Playtesting

Lesson 8: Bug fixing

Assignment: Bug fixing

Assignment: Scene 2, Part 2

Lesson 9: Playtesting

Assignment: Creating playtesting protocol

Module 5: The Interest Curve

Lesson 10: Scaling Difficulty/Challenge

Assignment: Crazy Ball Wall Breaker

Lesson 11: Goals/Objectives

Assignment: Identify Objectives

Assignment: The Interest Curve and Goals in Angry Birds

Lesson 12: Feedback

Assignment: Goals and Feedback

Module 6: Risk vs. Reward

Lesson 13: Scoring Mechanisms

Assignment: Aliens Conqueror Score

Assignment: Unique Scoring Mechanisms

Assignment: Games with No Scoring Mechanisms

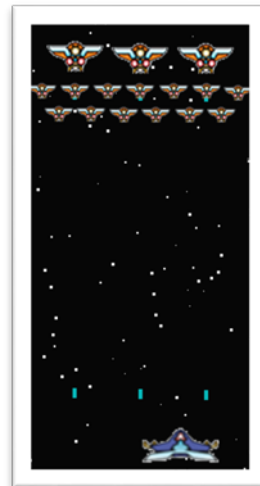
Lesson 14: Risk vs. Reward

Assignment: Mystery Ship

Assignment: Aliens Conqueror Rewards

Lesson 15: Chance

Assignment: Element of Chance Ideas



Module 7: Player Progress

Lesson 16: Story/Narrative and NPCs

Assignment: Add NPCs to Aliens Zulama

Assignment: Cave Adventure Story

Assignment: Games that Use Rewards

Lesson 17: Rewards

Assignment: Platformer Rewards System

Lesson 18: Progression

Assignment: Leveling System

Module 8: Final Project

Lesson 19: Overview of Final Project

Assignment: Professional Game Designers

Assignment: Reflection on the Mobile Game Design Process

Assignment: Final Project