# Lesson Element

# Unit R091: Game Development – Designing a game concept

### Generating game ideas

## Instructions and answers for tutors

These instructions cover the learner activity section which can be found on [page 5](#_Lesson_Element:_Exploring). This Lesson Element supports Cambridge Nationals Level 1/2 in Creative iMedia.

**When distributing the activity section to the learners either as a printed copy or as a Word file you will need to remove the tutor instructions section.**

### Suggested timings

Task 1 – 30 minutes

Task 2 – 30 minutes

Task 3 – 30 minutes

**ABC –** This activity offers an opportunity for English skills development.

**123** **–** This activity offers an opportunity for maths skills development.

**WORK** **–** This activity offers an opportunity for work experience.

### Teacher instructions: Activity 1

*Expected duration: 30 minutes*

Teachers could facilitate a workshop activity to show the process of how to generate ideas. Using the concepts from R081 Pre-production skills, learners could create either a physical or digital mood board on the topic of games. Screenshots from digital games, reviews, magazine articles and images would be some examples for this. A list of popular games found on smartphones could also be included. The purpose of creating a mood board.

Create a mood board with examples of:

* game scenes
* game characters
* game menus
* game play.

### Teacher instructions: Activity 2

*Expected duration: 30 minutes*

The next activity will be to create a mind map or spider diagram of possibilities for a new game. This could be either hand drawn or created digitally using dedicated software applications e.g. Freemind, available by download from <http://freemind.sourceforge.net/wiki/index.php/Main_Page>

The main branches of the mind map should include:

* game genre
* game concept
* narrative
* game characters
* game locations/environment.

**Teacher Notes:** The ‘new game’ is the central theme. The primary nodes as shown are for genre, concept, narrative, characters and locations. Each of these can have any number of sub-nodes which provides more outline detail. For example, sub-nodes underneath ‘genre’ could be for the maze, FPS, strategy, adventure and racing. Note that at this stage, the content of the mind map is a range of ideas, not all of which will be part of an actual game proposal.

### Teacher instructions: Activity 3

*Expected duration: 30 minutes*

Ask the learners to get into groups of 3 or 4 and work together to select parts of the mind map that will be used in a new game. For example, from the list of possible genres in the sub nodes, pick one from the choices available such as a racing game. The aim here is to narrow down the range of ideas and possibilities into a framework for the game that is to be developed. On a piece of paper, they could use the following headings, adding a brief description of what it will be. Some examples of responses are shown below:

**Game genre**

We have decided on a maze game.

**Game concept**

The game will be about the player steering a submarine around an underwater maze. They will have to find a way through the maze so that they can get back to the surface.

**Narrative**

We will have a story to the game where the player is searching for the treasure from a pirate ship. The ship sank into the middle of a submerged city which was probably Atlantis and an earthquake covered it over. The submarine is steered through the streets against the clock. We can add extra challenges to the maze so the game is more interesting.

**Game characters**

The player will be called Captain Mandarin in his orange submarine. The ghost of the pirate ship will try and scare the submarine away and other game characters will be fish and a giant octopus called Otto.

**Game locations/environment**

The game will be set underwater and begins when diving from the surface. The start and end will be at the surface and the underwater environment will look like an old city with streets and buildings to steer through.

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# Lesson Element: Generating game ideas

## Learner Activity 1

You will join in an activity to generate ideas for a new game. Using the concepts from R081 Pre-production skills, you could create either a physical or digital mood board on the topic of games. Screenshots from digital games, reviews, magazine articles and images would be some examples for this. A list of popular games found on smartphones could also be included. You should be clear about the purpose of the mood board.

For this activity you will create a mood board with examples of:

* Game scenes.
* Game characters.
* Game menus.
* Game play.

You could find these using web searches, game covers and magazines.

## Learner Activity 2

Your next activity will be to create a mind map or spider diagram of possibilities for a new game. This could be either hand drawn or created digitally using dedicated software applications (e.g. Freemind).

The main branches of the mind map should include:

* Game genre.
* Game concept.
* Narrative.
* Game characters.
* Game locations/environment.

Develop the content for the following mind map. Add nodes for each section.

## Learner Activity 3

Your teacher will ask you to get together into groups of 3 or 4. You will work together to select parts of the mind map that will be used in a new game. For example, from the list of possible genres in the sub nodes, pick one from the choices available such as a maze or racing game. Your task is to narrow down the range of ideas from the mind map and produce the outline for the game that is to be developed. You could start this by highlighting parts of the mind map you want or crossing parts out that you decide against. You could use a piece of paper with the following headings, adding a brief description for each section.

**Game genre**

**Game concept**

**Narrative**

**Game characters**

**Game locations/environment**