

## STEP INTO SIXTH FORM

# TASK 3: CREATIVE & DIGITAL ARTS— DIGITAL GAMES DESIGN

### INTRODUCTION VIDEO

Click [here](#) to view the task introduction video.

Head to the next pages to see the task and website and online learning resources.

### CONTACT

For any questions about your Step Into Sixth Form Task please select the Creative & Performing Arts Pathway via the chat function on [v.tour.stokesfc.ac.uk](https://v.tour.stokesfc.ac.uk)

# STEP INTO SIXTH FORM

## CREATIVE & DIGITAL ARTS—DIGITAL

### GAMES DESIGN

#### TASK



#### Game Idea Development Task

##### Context

The gaming industry is a massively developing creative industry that includes a range of different skills, and areas. Working in the games industry will involve programming games, coming up with ideas for narratives, designing characters and environments as well as thinking about the mechanics of how these games are played. For example, the game Fortnite would have been created and developed by hundreds of different skilled game experts who specialise in the different areas outlined above. Therefore, being creative and coming up with ideas is a key part of games development.

##### What do you have to do?

Your task is to come up with an idea for new game by choosing one item from each of the four key game elements contained in the table below. You will need to think creatively about each one of these key areas in order to produce a successful game. Discuss which elements would work well together before you make your choice.

| GENRE        | ENVIRONMENT | GOAL                | RULES                  |
|--------------|-------------|---------------------|------------------------|
| RACING       | OCEAN       | A RESCUE            | CAN ONLY MOVE FORWARDS |
| ROLE PLAYING | JUNGLE      | REMOVE ALL ENEMIES  | LIMITED AMOUNT OF TIME |
| ARCADE       | SPACE       | SURVIVE             | AVOID ENEMIES          |
| ACTION       | CASTLE      | REACH A DESTINATION | CAN'T TOUCH THE FLOOR  |
| ADVENTURE    | SUPERMARKET | DESTROY ALL OBJECTS | ONE LIFE ONLY          |

##### What do you need to produce?

You **should** produce a mind map that explores each of the four elements you have chosen. You will need to think carefully about the key features of each area, discuss these with your groups and then present in your mind map.

From your mind map you will need to produce a **game summary** that clearly explains your game including the key areas. Further guidance is available on the video.

## STEP INTO SIXTH FORM

# CREATIVE & DIGITAL ARTS—DIGITAL GAMES DESIGN

### TASK

If you have completed the above tasks and are happy with the progress you have made. Then you could carry out the following;

- ◇ Sketch out the main character or enemies.
- ◇ Research to find images for your backgrounds and characters.
- ◇ Produce a mood board containing the visual elements in order to support your game idea.

## WEBSITES AND ONLINE LEARNING MATERIALS

### Presentation of tasks

[Presentation containing tasks](#)

[Video Task 1](#)

[Video Task 2](#)

[Video Task 3](#)

### Game Mood board help

[Example 1](#)

[Example 2](#)

[Example 3](#)

