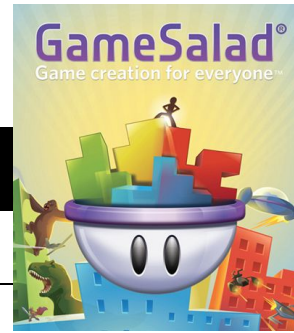
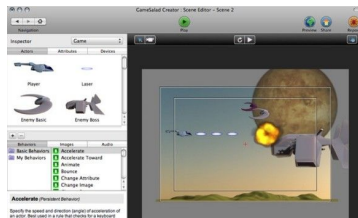


# Mobile Game Design

Oak Hills High School, Business & Technology, ½ credit



Contact Information			
<b>Instructor:</b>	Mr. Tim Bradrick		
<b>Room:</b>	341		
<b>Contact Info:</b>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 5px;"> <a href="mailto:bradrick_t@ohlsd.org">bradrick_t@ohlsd.org</a>            @Bradrick_OHHS            (513) 895-9851         </td> <td style="width: 50%; padding: 5px;"> <a href="https://classroom.google.com">https://classroom.google.com</a>  <a href="https://oakhills-bus-and-tech.org">https://oakhills-bus-and-tech.org</a>  <a href="https://passport.carnegielearning.com/#/login/form">https://passport.carnegielearning.com/#/login/form</a> </td> </tr> </table>	<a href="mailto:bradrick_t@ohlsd.org">bradrick_t@ohlsd.org</a> @Bradrick_OHHS (513) 895-9851	<a href="https://classroom.google.com">https://classroom.google.com</a> <a href="https://oakhills-bus-and-tech.org">https://oakhills-bus-and-tech.org</a> <a href="https://passport.carnegielearning.com/#/login/form">https://passport.carnegielearning.com/#/login/form</a>
<a href="mailto:bradrick_t@ohlsd.org">bradrick_t@ohlsd.org</a> @Bradrick_OHHS (513) 895-9851	<a href="https://classroom.google.com">https://classroom.google.com</a> <a href="https://oakhills-bus-and-tech.org">https://oakhills-bus-and-tech.org</a> <a href="https://passport.carnegielearning.com/#/login/form">https://passport.carnegielearning.com/#/login/form</a>		
<b>Office Hours:</b>	If you need additional help or time on a classroom computer, please let me know. Most days, I am available before or after school as needed.		
<b>Department Social Media Accounts:</b>	Follow us on your various social media accounts: Twitter: <a href="https://twitter.com/ohhsbusandtech">@ohhsbusandtech</a> Instagram: <a href="https://www.instagram.com/OHHSBusandTech">OHHSBusandTech</a> Facebook: <a href="https://www.facebook.com/OakHillsBusinessandTechnologyDept">Oak Hills Business &amp; Technology Dept.</a> ***Tag us and post using the hashtag #OHHSSkillsforSuccess for extra credit. ***		



## 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 design, apply competition and playfulness, implement game design elements by modifying game templates from various video game genres, and debug using iterative game design.

## Course Objectives

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 Outline

We will try to follow the schedule listed below. However, changes may be made due to class needs, overall progress, unforeseen interruptions.



or

TOPIC	TASKS	TIMEFRAME
<b>Introduction to Class</b>	Syllabus, Student Survey, Class Folder setup, Classroom and ClassCraft accounts	1 week
<b>Introduction to Game Design with GameSalad</b>	What is a Game?	1 week
<b>Getting Ready to Design</b>	Get Started as a Game Designer by Modding , The “Aliens Zulama” Game, Bug Fixing, Bullets and Scenes, Basic Shoot’em Up Assignment	2 weeks
<b>Game Balance</b>	Game Design Tools, Methods to Balance Games, Creating Game Design Documents	1 week
<b>Playtesting</b>	Elevator Speech, Create Playtesting Protocol	3 weeks
<b>The Interest Curve</b>	Scaling Difficulty/Challenge, Crazy Ball Wall Breaker, Goals and Feedback, Identify Objectives, Goals and Feedback	2 weeks
<b>Risk vs. Reward</b>	Unique Scoring Mechanism, Risk vs. Reward, Chance, Games without any Scoring Mechanism, Mystery Ship, Element of Chance Ideas	2 weeks
<b>Player Progress</b>	Games that Use Rewards, Adding NPCs to Aliens Zulama, Cave Adventure Story, Platformer Rewards System, Leveling System	3 weeks
<b>Final Project</b>	Overview of Final Project, Professional Game Designers, Reflection on the Mobile Game Design Process	3 weeks

