

**COSC 419:
Mobile Educational Game
Development**

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Design Activity #2

- Part 1: Develop a background story for your game
 - Provide the text description
 - Explain what type(s) of stories will be used in your game
 - Identify which part of the story will be told and how e.g. cutscenes, creating characters to interact with, exploratory elements, branching story choices
 - Which way of storytelling feels most satisfying and why? List pros and cons for at least 2 alternatives

Design Activity #2 (cont.)

- Part 2: Develop goals
 - Clearly identify at least:
 - 2 short term goals
 - 2 long term goals
 - Describe what user has to accomplish to attain each goal
 - Identify multiple ways of achieving each long term goal
- Among these, you must have:
- 1 set of overlapping goals
 - 1 set of mutually exclusive goals

Design Activity #2 (cont.)

- Part 3: Character design
 - Create a main character and select a verb for it
 - What does your character look like?
 - How does the verb progress over time? How does this progression happen in your game?
 - What are other characters in the game (at least 2)?
 - What do these other characters look like? How do they interact with your main character?

Things to Avoid

- Story and educational activity should be integrated and well-connected
 - Test: does game work if you substitute educational concept?
- Interesting storyline with common and competing goals enriches user experience
 - Test: can player make choices to achieves long term goal or choices that deviates from it?

Math Worksheets

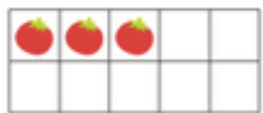
Avoid making an “animated” worksheet




Veggie Math

How many of each picture do you see? Add them up and write the number in the box!

3 10



+



=

7 7



+




=

9 6



+

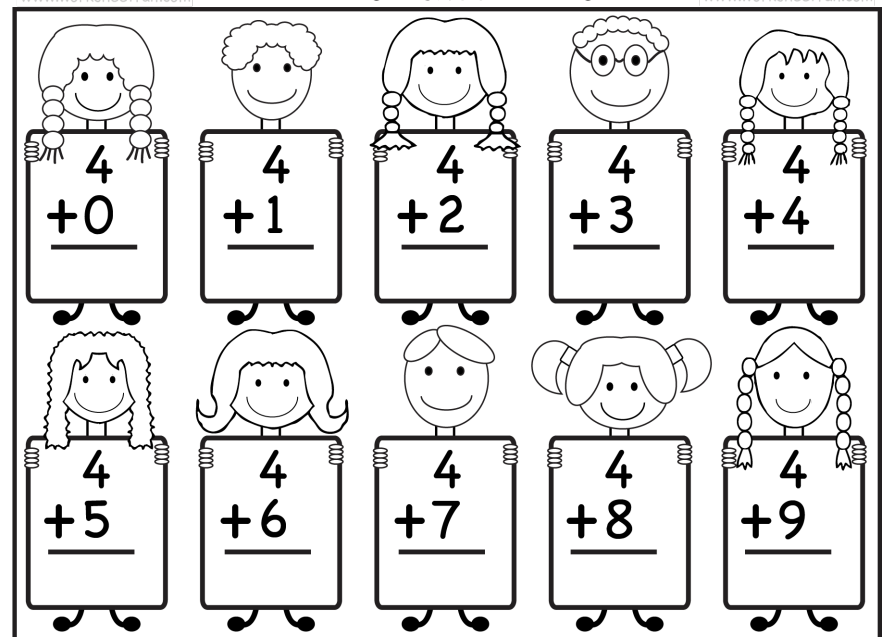




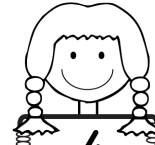

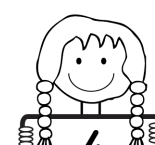





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Submission

- Submit all 3 parts together by end of class on Thursday 09/28