

Game Design Merit Badge

Hidden Oaks Nature Center

Game Design is a 4 hour class. Scouts should bring a snack and plenty of water. Please no red liquids.

What to bring:

- Blue card, pen and pencil.
- Appropriate clothing including closed toe shoes.
- Snack and water.
- Prework.

Prework

1. Do the following:
 - a. Analyze four games you have played, each from a different medium. Identify the medium, player format, objectives, rules, resources, and theme (if relevant). Discuss with your counselor the play experience, what you enjoy in each game, and what you dislike. Make a chart to compare and contrast the games.
5. Design a new game. Any game medium or combination of mediums is acceptable. Record your work in a game design notebook.
 - a. Write a vision statement for your game. Identify the medium, player format, objectives, and theme of the game. If suitable, describe the setting, story, and characters.
 - b. Describe the play value.
 - c. Make a preliminary list of the rules of the game. Define the resources.
 - d. Draw the game elements.
6. Do the following:
 - a. Prototype your game from requirement 5. If applicable, demonstrate to your counselor that you have addressed player safety through the rules and equipment.

- b. Test your prototype with as many other people as you need to meet the player format. Compare the play experience to your descriptions from requirement 5b. Correct unclear rules, holes in the rules, dead ends, and obvious rule exploits. Change at least one rule, mechanic, or objective from your first version of the game, and describe why you are making the change. Play the game again. Record whether or not your change had the expected effect.
- c. Repeat 6b at least two more times.

Every Scout should bring their game to the Merit Badge Session, and everyone will be able to share and play each other's finished games!

For help or suggestions, contact Emily Cole at Emily.cole@fairfaxcounty.gov, or at (703) 941-1065.