



## Daisy – Digital Game Design

### Material list:

#### Step 1:

- [Campfire Maze](#) pdf

#### Step 2:

- [You Can Be a Game Designer](#) pdf
- Paper or index cards
- Something to write with – a pen, pencil, crayons or markers

#### Step 3:

- In this step you will build a 3D version of your own maze game to test. The supplies you will need depends on your design. It could be as simple as just using pencil and paper, or blocks, or you could use something bigger. Search your house and let your imagination go! Just remember if you are using something that belongs to another person in your family, get permission first.

When we think about playing video games, usually the first think we think about is how these games are fun and we enjoy playing them. But they can also teach us a new information or help us practice skills. Designing a new video game starts long before the programmers work on developing the algorithm for the computer code. Let's take a closer look at how games are designed.

#### **Step 1:** Explore tools used to develop digital games

Think about your favorite game, it could be a board game or a video game. What are some of the reasons that make it fun? Often there are characters that have to face different challenges to reach a goal. In this badge you are going to get to create your own maze game. So, let's start by taking a closer look at a maze game and see if we can figure out some of the important parts a programmer needs to think about even before writing the algorithm.

For this activity, use the [Campfire Maze](#) to start looking at a maze game like a game designer.

#### **Step 2:** Plan a maze game

When game designers start working on a new game, they can't just jump in to building. They first need to start by making a plan. In step 3 you will build your own 3D maze game, but before you start building it is important to brainstorm some ideas for your game. Use [You Can Be a Game Designer](#) to begin making your plans.



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**Step 3:** Build, test, and improve your maze game

Now it's time to start building a 3D version of your maze. Gather supplies from around the house to create a grid on the floor or outside on the ground. Once you've got it built, ask others to help you try it out and "playtest" it. Are there changes or improvements that need to be made to make the game better?

**Now that you've earned this badge,** you could give service by creating a game to bring joy to others. What kind of game are you inspired to create?