

5 TYPES OF GAMES
— FOR SKILLS DEVELOPMENT —

- ADVENTURE**
EXPLORATION & PROBLEM-SOLVING — LEARNING
What it seeks to achieve:
• Develop a narrative
• Create a world
• Develop a story
• Create a challenge
- SIMULATION**
EXPERIENCE AND IMMERSION — LEARNING
What it seeks to achieve:
• Simulate real-world situations
• Allow for decision-making
• Develop problem-solving skills
- ROLE-PLAY**
ACTING — LEARNING
What it seeks to achieve:
• Develop communication skills
• Create a story
• Develop problem-solving skills
- STRATEGY**
OUTMANEUVER — LEARNING
What it seeks to achieve:
• Develop strategic thinking
• Create a challenge
• Develop problem-solving skills
- QUIZ**
TESTING — LEARNING
What it seeks to achieve:
• Test knowledge

GAME CHANGE
HOW TO DESIGN A GAME

**Level 1:
Escape
floor -3**

**Actual
Game
Ideas**

Game sort of like plauge inc where you have to make decisions about what to do with your group and try to hack all of the games of the world

instead of contaminating the people we corrupt the Gamers into joining the community and waste all their money

**Platformer
Game**

Agree
if we make a platformer we should make it so that for the final boss we get teleported into a hacked game

we agree

Enemy (Gamers of the Caribbean) are trying to stop you from revealing the Gamers of the Caribbean's secrets and shut it off

how many level are we making?

maybe at least 3

idk where the sticky note went but yes make them harder as the game goes on

i think we should have like 5-10 that are short and then the boss that is longer
each level getting harder?



You are a person in the Gamers of the Caribbean but you dont like them so you are trying to get the information out to the world so they can be stopped (probably a platformer)

the game starts off being about getting proof of the illegal activities inside a secret room of the pirates of the caribbeans headquarters, then

you have to escape the security of the headquarters, then you do the boss where one of the leaders uses a weapon that sends you into a hacked game and you beat the game to win.

next page is map sketches

Objective: escape the building and Reveal the secrets of the Gamers of the Caribbean

Map Sketches

lvl 1?

setting is inside some underground

or grenade like area damage

Another part could be cracking the code of a secret room to get in, you need to use clues to figure it out

character, can use weapons like knife

bunker probably very dark

guards, have weapons like tasers (stun you) or pistols (do some damage)

secret codes in the background like each letter or number at each level's background



at second to last level when you get into the secret room you have a certain amount of time to escape before the building blows up

Also the boss could include a bunch of games maybe like a version of 1-1 in mario that has a ton of enemies glitched into it to make it harder (the boss battle happens right when you are about to exit the building, one of the leaders of the Gamers of the Caribbean has a weapon that puts you inside of a hacked game)

idea for easter egg: we could have it so that there are like 999 lives in the game to show it is hacked but if you actually get to 0 lives something funny happens but you dont actually lose the game. **Sure**