



# World 1-1

## SETTING

Where does the game take place and how does that setting affect the game?

A faraway kingdom? A basketball court? A laned running track? Inside your kitchen fridge?

# WHAT'S IN A GAME?

Throughout time and across cultures, most games have had the same six parts.

Just like a builder needs to know the methodology of building a house (foundation, walls, roofing) a game designer has to know what concepts are used in designing a game.

<https://takaro.gamefroot.com>

Music speeds up in the final minute.

213

3x

## RULES

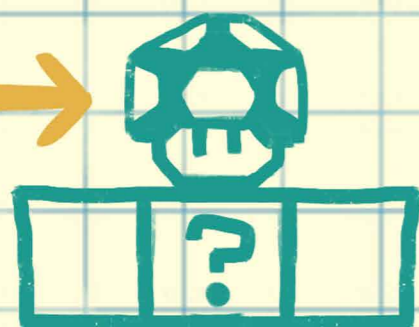
What limits define what a player can and cannot do in the game?

Player must reach the goal within a time limit. You only have three attempts to complete a challenge. Players are only out if they are hit by a ball in the midsection or legs.

## COMPONENTS

Components: What are the pieces and materials of play?

Powerup mushrooms? Coloured bibs? Marbles? Wooden blocks? Puzzle pieces?

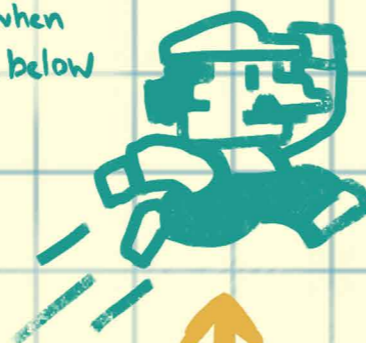


Coins will appear when hit from below

## CHALLENGES

What obstacles could you put in the player's way to make reaching the goal harder, and also more fun and interesting?

The player is tied to a teammate's leg? The player must avoid touching a dangerous enemy or object? A player must complete a task with reversed controls?



You lose a life if you fall in the pit.

Will hide in it's shell when hit

## OBJECTIVES

Objectives: What does a player or team have to do to win the game?

Defeat the boss? Cross the finish line first? Collect the most marbles? Be the last player still standing?

Skilled players earn an extra life for hitting the top.



## CORE MECHANICS

What core action needs to be performed by the player so they can make progress in the game?

Jumping? Dodging? Throwing? Searching? Problem-solving? Constructing? Anticipating?

