Player Challenge Project

LEARNING GOAL & SCALE: Standard	
4	Student will be successful in level 3 and: Create a game that involves aspects of increasing difficulty and boss encounters.
3	Student will: *Player challenge rule creation elements:* ✔ Research common design methods for clearing obstacles or series of obstacles. ✔ Describe common design elements introducing skill, luck and combinations including escalating challenges to games. ✔ Discuss the incorporation of risk reward and adaptive challenges (AI). ✔ Evaluate industry use of boss encounters in games. ✔ Identify common design elements used to vary weapons, characters and tools. (Standard 38.0)
2	Student will: ✔ Define what a challenge is in video games. ✔ Research design elements used to escalate challenges and include elements of skill vs luck.
1	With help from the teacher, the student has partial success with the current content.
0	Even with help, the student has no success with the current content.

Work Scenario: You are a recently hired game design intern. Your first assignment is to assist the lead designers on ideas for obstacles, weapons, risk rewards, and escalating challenges within a game build. To do this you must do independent research to understand what each of those elements are and how they're used in games. The goal after understanding the terms and how the elements are used is to efficiently add them to game designs and in turn, games to give customers (players) the best experience possible.

Learning Target: Research, describe and identify video game challenges, obstacles, how games use increasing difficulty, boss encounters, and design elements used to vary weapons, characters and tools.

Think of balance in video games. Often video games allow players to choose different difficulty levels that affect the challenges in the game. They also have increasing difficulty where challenges get harder as you progress and your character improves. At the end of levels there's boss encounters and throughout there are usually save or checkpoints so you won't have to start completely over. Games now also offer several weapon and character choices to suit the players interests and needs.

Come up with a unique project idea where you can show what you know about video game challenges, obstacles, increasing difficulty, boss encounters, and design elements used to vary weapons, characters and tools.

Project Ideas:

- ✓ **Blog post** discussing challenges, obstacles, increasing difficulty, boss encounters, and design elements used to vary weapons, characters and tools. The post should be a minimum of one page single spaced or two pages if double spaced. It should contain examples of games that have good design and bad and how that relates to all the above topics.
- ✓ A detailed **video game concept/design** that outlines challenges, obstacles, increasing difficulty, boss encounters, and multi-player environments. The concept at minimum should include a storyboard and basic sketches along with an outline of the challenges and bosses.
- ✓ **Create a game** that has increasing difficulty, obstacles, and at least one boss encounter. It can be in GameMaker and you can reuse some code from past builds. Tutorials can be used- there are plenty out there that have various obstacles and bosses.

Resources (find additional resources & use your knowledge of games):

Pacing- https://www.youtube.com/watch?v=5LScL4CWe5E

Balancing for skill- https://www.youtube.com/watch?v=EitZRLt2G3w&list=PLhyKYa0YJ_5BkTruCmaBBZ8z6cP9KzPiX&index=45

Differences in Scale vs. Differences in Kind- https://www.youtube.com/watch?v=TlBR1z-ue-I&list=PLhyKYa0YJ_5BkTruCmaBBZ8z6cP9KzPiX&index=54

Video Game Difficulty & Completion- https://www.youtube.com/watch?v=0wiZtNwwHys

Difficulty Scaling in Games- https://www.youtube.com/watch?v=prJx2WjMuLU