

LEARNING GOAL & SCALE: Standard	
4	Student will be successful in level 3 and: Student will create a flow chart outlining game flow and complete an analysis of what that flow chart shows.
3	Student will: Assess common principles and procedures in game flow design. Assess missions and scenarios game flow techniques. Describe common use of mission design and campaigns. Evaluate usage of static versus dynamic campaigns. (Standard 36.0)
2	Student will: Understand the basic terminology used in game flow design and what a flow chart is.
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.

Game Flow

Monday-Tuesday:

Game Flow is an important part of game design. A flowchart can help organize game flow by showing all possible paths through the game and all possible results, including how the player wins and loses, as well as what happens if the player disconnects.

A flowchart also assists the developer in knowing what screens/worlds they need to create and how they should link them (example level 1 links to level 2 or an end screen depending on if the character passes it or not).

In your group you are going to create a flowchart for your group game build.

It should include:

Title Screen with Start button/option

Level 1- Options for passing option 1 or the game ends (show me what happens either way)

Level 2- Options for passing option 2 or the game ends (show me what happens either way)

Level 3- Options for passing option 2 or the game ends (show me what happens either way)

Level 4- Same as above for as many levels as your planning on having

Will you have a high score screen?

Will you have a congratulations/reward, death/game end, etc. screen?

Credits

Use the “Flow Chart Samples” document to get started. There are three different styles (one on each excel tab. You can also create your own. Click this link to see an example of a video game design flowchart:

https://www.uni-weimar.de/medien/wiki/IFD:IOSDev/Projects/Patawat_Phamuad

See some basic examples on the following page. Yours will have at least 3 levels and possibly more depending on the scope of your game. **Use google to look up more examples for research.**

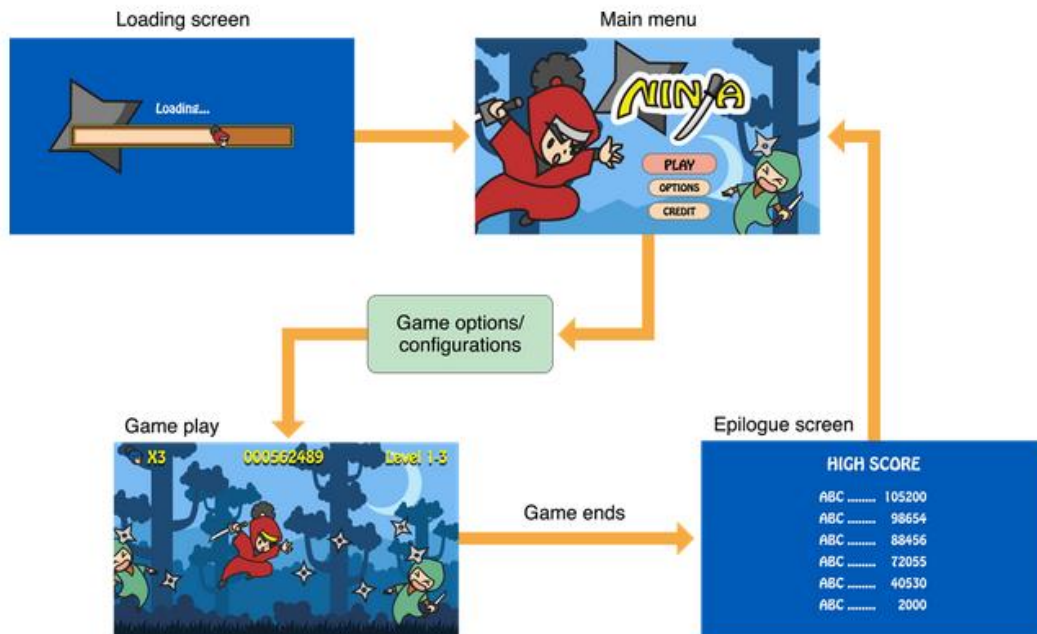


Figure 1 Above is a flowchart example with screen shots and images

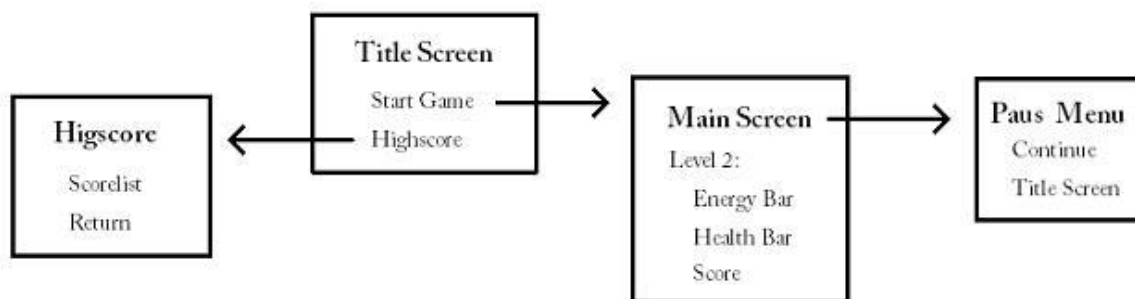


Figure 2 Above is a flowchart example of a 1 level game- yours should be more advanced but just as a reference point