



GAME MAKER

**Have you ever wanted to design your own video game?
Let's create a character and a level for a brand new game!**

When you are working on this project, you will:

- Think about the characters that can be controlled in a game,
- Identify the parts of a video game's level,
- Create your own character and level for a new game.

One of the first successful video games was Pong. It was released in 1972 and simulates table tennis.

Sonic the Hedgehog was originally planned to be a rabbit. Even after the designers changed the character to a hedgehog, one idea for his name was Mr. Needlemouse.

The creator of Pokemon used to collect caterpillars and watch them turn into butterflies. This later inspired him to make Pokemon.

This pack includes:

- Examples of characters that might appear in video games,
- An example of a level for a platform game and information about the different parts of it,
- Planning sheets to help you design your own game!

If you enjoy this project, why not...?

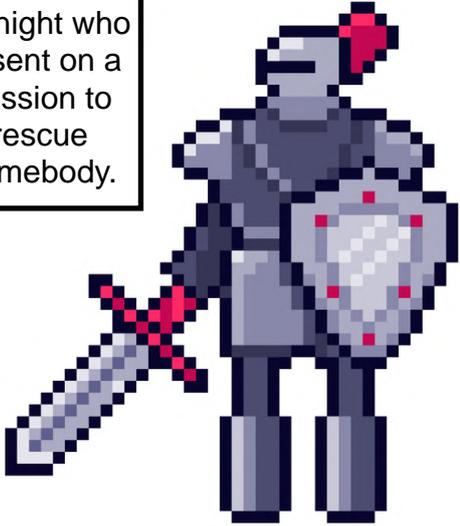
- Design your own poster or video advert to promote your game.
- Produce a set of instructions (or a guide book) to teach people how to play your game.
- Use a free online tool like Scratch to try coding your own games.
- Try other coding projects on the Hour of Code site.



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Many video games have a character that the player can control. Here are some ideas that you could use for your own game.

A knight who is sent on a mission to rescue somebody.



A superhero who must overcome evil villains.



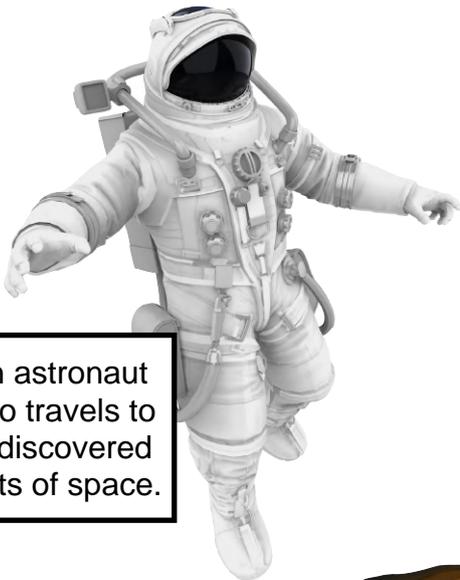
A unicorn who needs to collect magical crystals.



A woodland animal who is lost in a different habitat.



An astronaut who travels to undiscovered parts of space.



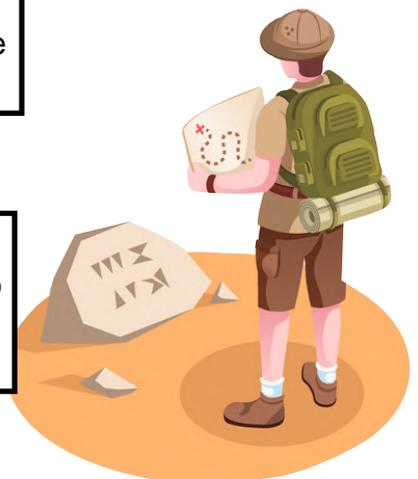
An athlete who must race from one place to another.



A pet who needs to find their owner.



An explorer who is on a journey to discover hidden treasures.



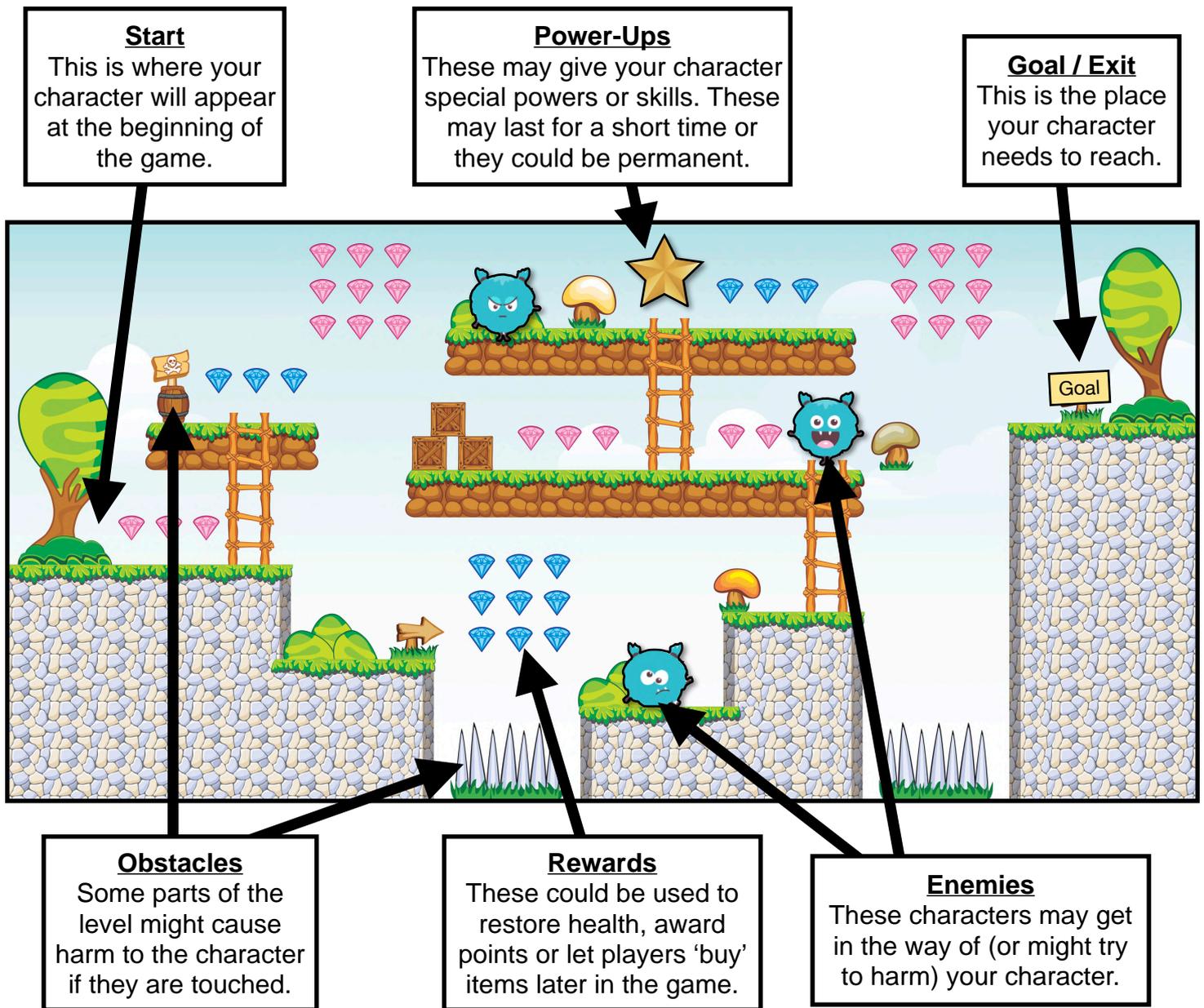
Other things to think about:

- Does your character have special powers, skills or tools?
- What is their 'backstory'? Where did they come from?
Why do they need to complete the challenge in your game?
- Do they have a 'sidekick' (a companion who can help them in the game)?

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Where will your game take place?

Here is an example of a level for a simple platform game.



Other things to think about:

- Where will your level be set? How does it relate to your character?
For example, will an astronaut travel through a space-themed level? Will a bear explore a level set in a forest?
- How will the player know which way to go? Can you set a path to direct them from the start to the goal / exit?
- Some levels have hidden features that players have to find. Can you add one of those to your game?

Now, use the templates on the following pages to design a character for your game and to plan a level for the character to explore!

My Game Character

Name

Draw a picture of your character below:

**Special Powers,
Skills or Tools**

**What does your character
have to do in the game?**

**Who (or what) does your
character have to overcome?**

**Use this page to design a level for your game.
Where will the character start? Where is the goal?
What rewards and obstacles will they encounter along the way?**