Coding For Good – Digital Game Design – Ambassador

1. Brainstorm "game for good" scenarios

Come up with a few scenarios for your digital game. What are the situations that will be implicated in its story? What options can a player of the game take when facing these situations, and what are the consequences of each option? Consider Big Ideas (education initiatives, security precautions), Issues to Address (an attack on the country, a pandemic) and Positive Events (you have been given a grant to build a new library). How will you address these situations? How can the game inspire its players to take action?
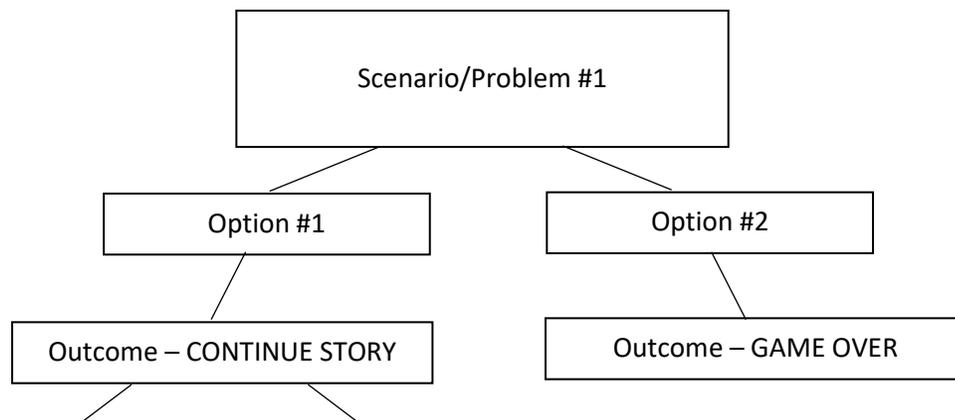
2. Create a G.I.R.L. avatar for your game

Use the linked worksheet to develop a character in your game, both in their personality and physicality. Do you see yourself in this character? Why or why not? https://my.girlscouts.org/content/dam/girlscouts-vtk2019/local/aid/meetings/A19DG01/Character-Development%20(1).pdf

3. Learn about decision trees in game design

Think of a scenario; for example, your character encounters an interaction between a bully and a younger student. Come up with various options your character could choose in response to this situation, such as "notify a teacher," "step in between them" or "walk away." Then, create an outcome for each of these options, such as "the teacher steps in and the bully is punished" or "the bully starts targeting your character, but the bullied student joins your side." Decide which options lead to the next parts of the game, and which parts result in failure, or GAME OVER.

These scenarios, options, and outcomes form a Decision Tree

4. Design your game

Use this link to create a Decision Tree for your game with multiple branches and layers of complexity. https://my.girlscouts.org/content/dam/girlscouts-vtk2019/local/aid/meetings/A19DG01/Complex-Decison-Tree-Layout.pdf Continue your Decision Tree until you reach the conclusion of your game.

5. Playtest and iterate your game

Have a friend play your game by reading out the first scenario and the options for the player to take. Then, follow your friend's decisions through the game. Let them know if they've reached a dead end or GAME OVER, and allow them to start over from the beginning, or return to the last scenario. If you come to a point that doesn't make much sense or is confusing, adapt your game to make your options more clear. Your friend can provide feedback on your game, so you can make it stronger or take a new direction.

In order to complete this badge, send a photo or short video of yourself during Step 2 to ssmith@girlscoutssoaz.org

You can purchase Badges at our online store https://www.girlscoutshop.com/SOUTHERN-ARIZONA-COUNCIL