



## Platinum Belt Planning Docs

Name: \_\_\_\_\_

Start Date: \_\_\_\_\_

## ACTIVITY 01: GRAVITY TRAILS

### PLANNING AND DESIGN

Have you played any platformers with unique or fun mechanics like flying?



Does giving the player the power to control gravity make the game easier or harder? How can you make sure the game has a good level of difficulty?


In this game, what is the player's goal? Defeat all the enemies? Find a secret item?

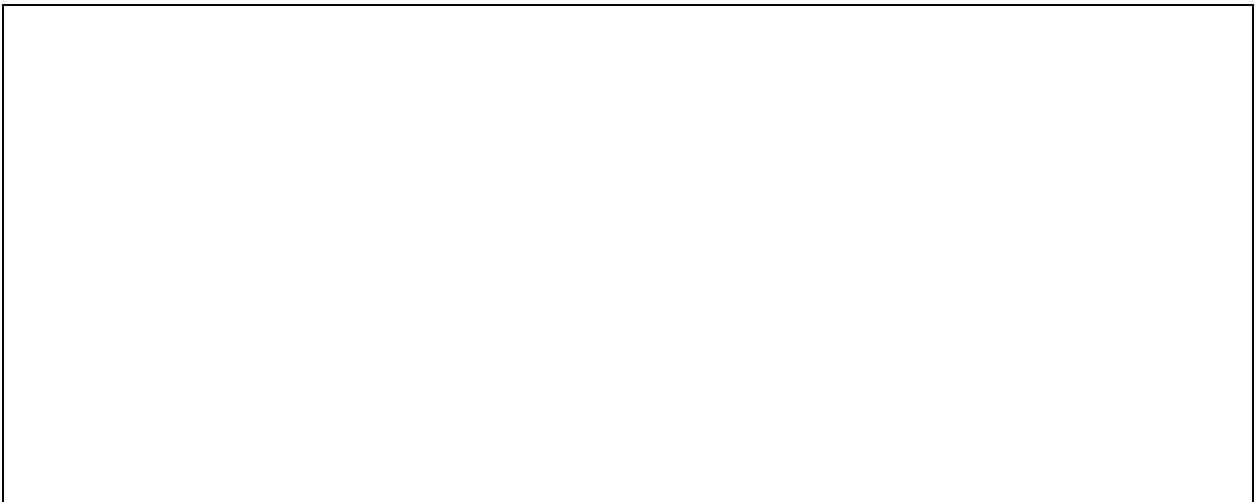

In this platformer game, how does the player lose? Do you want the player to start completely over or do they have checkpoints to save the progress?


## ENVIRONMENT AND SCENE

The first level of the game will use a background from Bronze Belt's Scavenger Hunt. What theme do you want for your other levels? An underground tunnel full of zombies? A world of space fungi?



This game contains enemies that try to prevent the player from reaching the end of the level. What do you want your enemies to look like? Use the Unity Asset Store to help you find the perfect design.



## GAME DETAILS

What aspect of the game do you want to focus on? Models? Powerups? Obstacles?  
Why?


Use the space below to sketch and describe aspects of your game.

<b>Obstacle design:</b> What objects do you want to add to challenge the player?	<b>Environment:</b> How does the background influence your game?
<b>Goals:</b> What is the player's goal?	<b>Features:</b> What kind of features do you want to add? Powerups? Hidden passages?

Can the player fail in this game? If yes, how? What happens when the player fails?


## PLAYTEST SURVEY

Q1: Is the game too difficult or too easy?

Sensei	
Ninja	
Other	

Q2: What small addition could make the game better?

Sensei	
Ninja	
Other	

Create two more questions for your playtesters.

Q3: \_\_

Sensei	
Ninja	
Other	

Q4: \_\_

Sensei	
Ninja	
Other	

## REFLECTION

What was easy and hard about this project? What ways did you push yourself?


What did you do to make your game unique?


What was helpful about the planning phase?


What would you have done differently?


## ACTIVITY 02: CODEY RACEWAY

### WHAT IS A RACING GAME?

Have you played any racing games before? Which ones? Were all the tracks the same or different? What made the games unique?

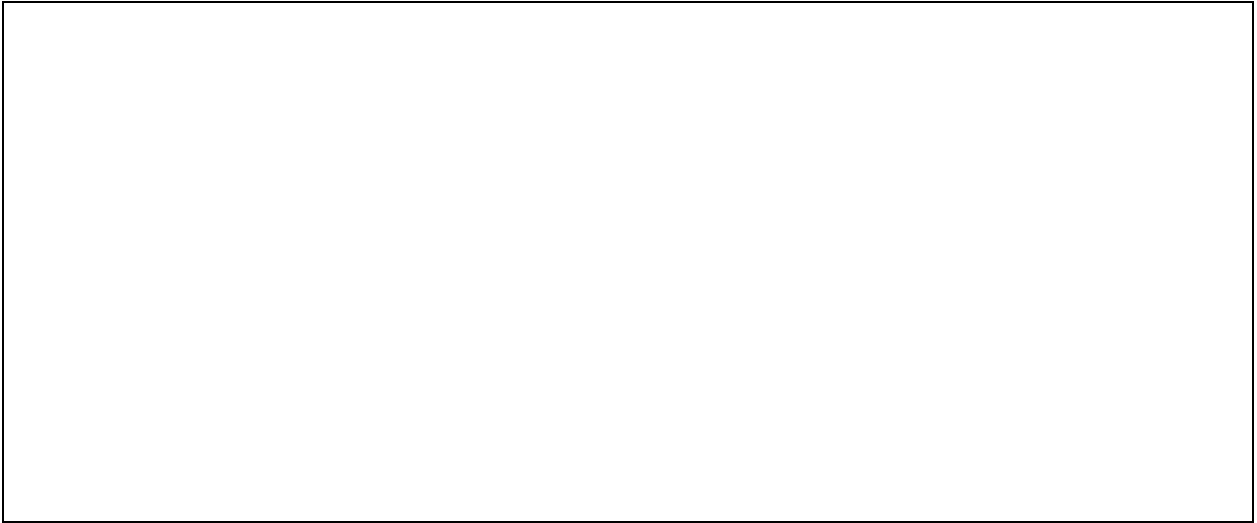

In the racing games you have played, what is the player's goal?


In the racing games you have played, how does the player lose?


In the racing games you have played, are there powerups that helped the player complete the race? What powerups would you like to add to your game?

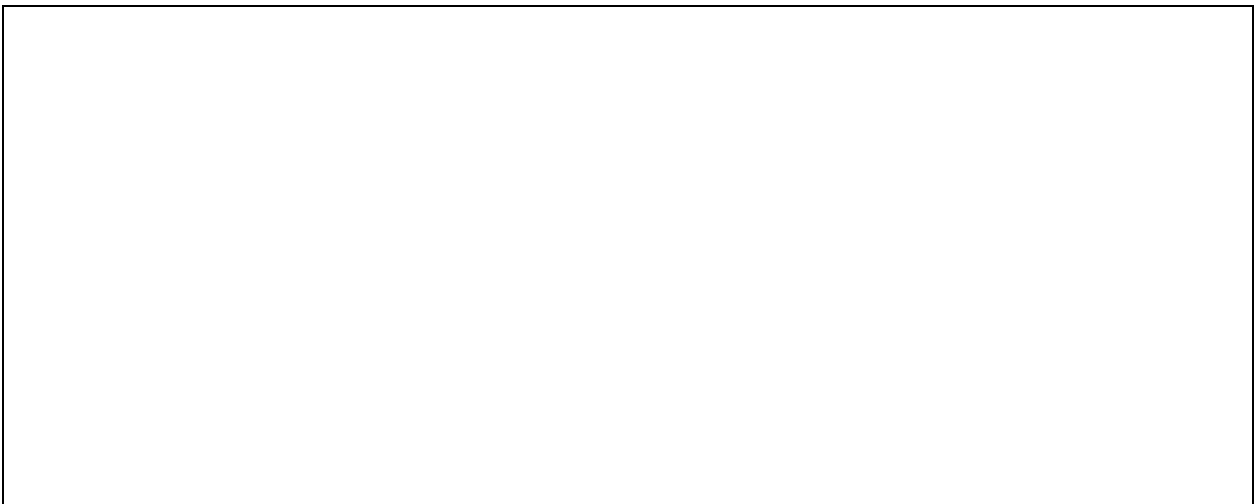

## ENVIRONMENT AND SCENE

Use the space below to draw out your track. It must contain a starting location for Codey, powerup placements, a UI, and obstacles on the tracks that prevent Codey from completing the game! You should also mark 4 checkpoints throughout your course that Codey must go through.



## POWERUPS

In Codey Raceway you will create three powerups. The last powerup you will have to come up with it on your own. In the space below draw what kind of abilities you will want your game to have.



## GAME DETAILS

What aspect of the game do you want to focus on? Models? Powerups? Obstacles? Why?


Use the space below to sketch and describe aspects of your game.

<b>Interactables:</b> What objects do you want to add to prevent Codey from making it to the finish line?	<b>Environment:</b> How can you make your racetrack more unique? What types of assets will you want to add to your environment?
<b>Goals:</b> What is Codey's goal? Is it to get to the finish line the fastest? Is it to destroy all the obstacles we will create?	<b>Powerups:</b> What kind of powerups do you want to add?

Can the player fail in this game? If yes, how? What happens when the player fails?


## PLAYTEST SURVEY

Q1: Is the game too difficult or too easy?

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Ninja	
Other	

Q2: What small addition could make the game better?

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Other	

Create two more questions for your playtesters.

Q3: \_\_

Sensei	
Ninja	
Other	

Q4: \_\_

Sensei	
Ninja	
Other	

## REFLECTION

What was easy and hard about this project? What ways did you push yourself?


What did you do to make your game unique?


What was helpful about the planning phase?


What would you have done differently?


## ACTIVITY 03: SULKY SLIMES

### WHAT IS A PHYSICS-BASED GAME?

Have you played any physics-based games before? Which ones?

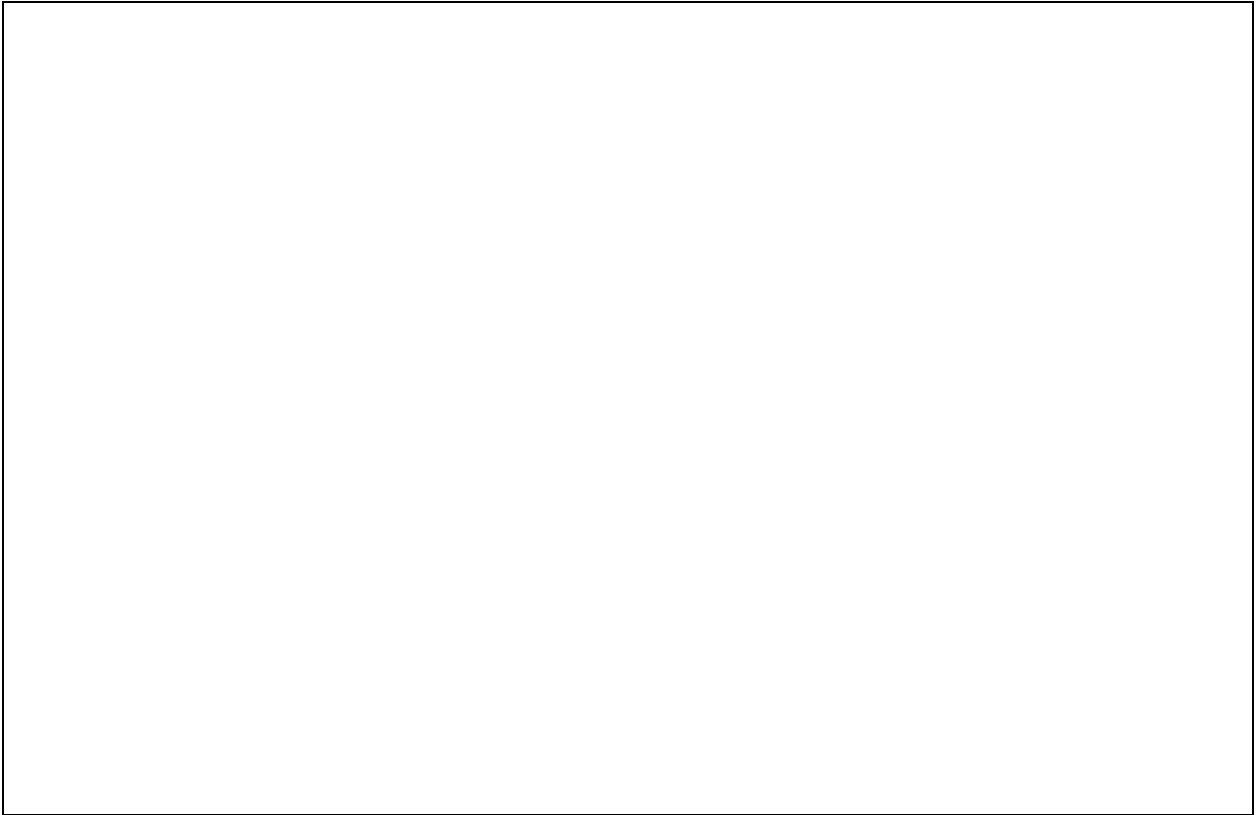

In the physics-based games that you have played, how much control does the player have? A little? A lot? How does the player interact with the game?


In the physics-based games you have played, what is the player's goal? Do they have to collect items or reach a certain score? What goals do you want to add to your game?


In this physics-based games you have played, how does the player lose? Do they run out of lives? Do they lose by not collecting certain items?


## ENVIRONMENT AND SCENE

Using the space below, sketch out your game scene. Include your main character, the catapult, and the targets. What kind of objects do you want the player to collect? How do you want to decorate your scene? Is there a theme you want to use?



Why did you layout your environment in this way? Did you use anything for reference?


## GAME DETAILS

What aspect of the game do you want to focus on? Models? Powerups? Obstacles? Why?


Use the space below to sketch and describe aspects of your game.

<b>Obstacle design:</b> What objects do you want to add to challenge the player?	<b>Environment:</b> How can you decorate your scene to make it unique to you?
<b>Goals:</b> What is the player's goal?	<b>Features:</b> What kind of features do you want to add? Powerups? Secrets?

Can the player fail in this game? If yes, how? What happens when the player fails?


## PLAYTEST SURVEY

Q1: Is the game too difficult or too easy?

Sensei	
Ninja	
Other	

Q2: What small addition could make the game better?

Sensei	
Ninja	
Other	

Create two more questions for your playtesters.

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Ninja	
Other	

Q4: \_\_

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Ninja	
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## REFLECTION

What was easy and hard about this project? What ways did you push yourself?


What did you do to make your game unique?


What was helpful about the planning phase?


What would you have done differently?


## ACTIVITY 04: CHEF CODEY

### PLANNING AND DESIGN

Have you played any games where your job is to use your environment to perform tasks?

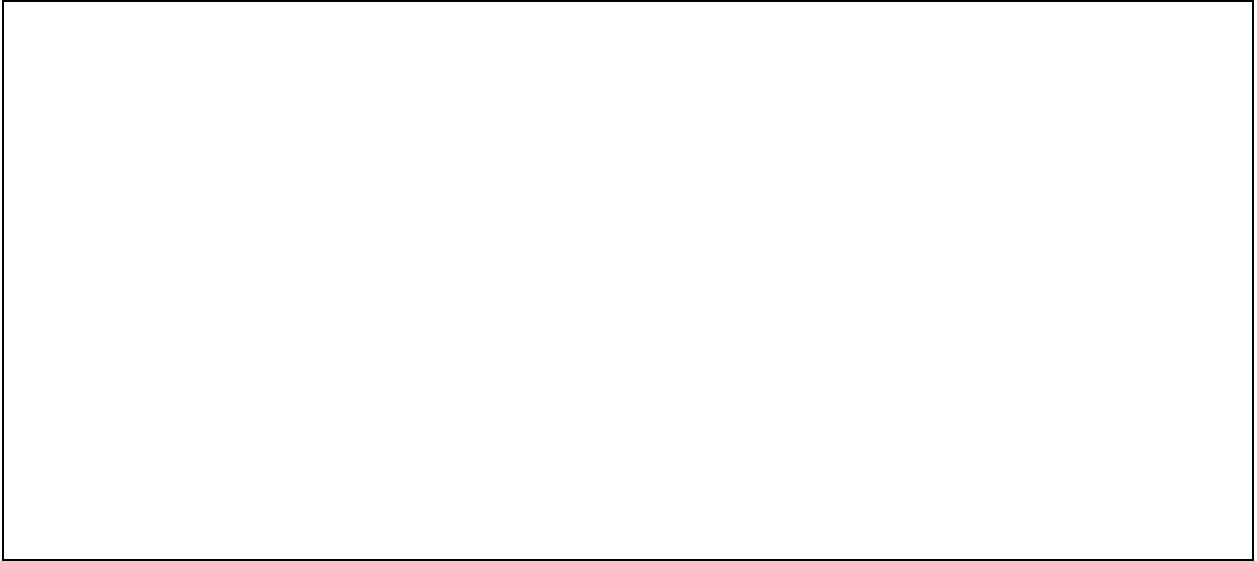

What is the purpose of performing the tasks? Do you need to complete tasks to earn point? Do you need to complete the tasks so you can reveal a hidden message or hidden secret?


Can you think of any real-world situations where you must pay attention to your environment, so things don't go wrong? For example, making sure food doesn't burn.


In this type of game, how does a player lose? Do you lose if you don't react fast enough to the environment or are there other ways the player can lose? Write your thoughts below.


## ENVIRONMENT AND SCENE

Using the space below, sketch out an overview of your cafe. Your diagram must contain a starting location for Codey, six stations where Codey can interact with items, and a location to place completed dishes.



Why did you layout your environment in this way? Did you use anything for reference?


## GAME DETAILS

What aspect of the game do you want to focus on? Models? Powerups? Obstacles?  
Why?


Use the space below to sketch and describe aspects of your game.

<b>Interactables:</b> What items can Codey interact with?	<b>Environment:</b> What makes your space unique?
<b>Goals:</b> What is Codey's goal?	<b>Theme:</b> What interactables match your environment?

Can the player fail in this game? If yes, how? What happens when the player fails?


## PLAYTEST SURVEY

Q1: Is the game too difficult or too easy?

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Ninja	
Other	

Q2: What small addition could make the game better?

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Ninja	
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Create two more questions for your playtesters.

Q3: \_\_

Sensei	
Ninja	
Other	

Q4: \_\_

Sensei	
Ninja	
Other	

## REFLECTION

What was easy and hard about this project? What ways did you push yourself?


What did you do to make your game unique?


What was helpful about the planning phase?


What would you have done differently?
