**Gamestar Mechanic: Lesson 2**

**Objectives:**

After this lesson, students will be able to:

- Recognize games as dynamic systems.

In the Gamestar Quest, go to the introduction of Episode 3. The introduction of each lesson is the comics that precede the lesson. Read through the comics.

**Remember: The five elements of game design are: Mechanics, Space, Goals, Rules and Components.**
Play through **Episodes 3 and 4** of Gamestar Mechanic.

1. Go to the Workshop in Gamestar Mechanic. At the bottom of the Workshop screen find Template Games.
   - Click “**Get a Copy**” under the “**Change the Element**” template game. This will open up the “Change the Element” template game in your game editor.

2. Play the Change the Element game. Then begin a discussion on finding examples within the Change the Element game for each of the five elements.

**Assignment – Worth 5 points – Due: At end of period – 2/19/14**

*Type the following questions below and answers in *complete sentences* in a Google Word Doc using your SkyView or personal Gmail account. Please email/share your Google Doc to Mrs. Lobdell:*

**In your question answers, be sure and mention which of the five elements of game design was used.**

1. What did you do in the game?

2. How do you win the game?

3. What are the rules of the game?

4. Describe the game space.

5. What do you use to play the game?
Define - Gamestar Mechanic Terms:

Choose 1 out of 2 options below:

1. Complete a concept map individually using http://www.mindmeister.com/
2. Complete a concept map individually using https://bubbl.us/

Define the following terms from playing the Quest – Episodes 3 & 4 (look in Missions). Share them with Mrs. Lobdell:

1. Health Meter
2. Jumping Mechanic
3. Blasting Mechanic
4. Avoiding Mechanic
5. Collecting Mechanic
6. Exploring Mechanic
7. Walking Mechanic
8. Racing Mechanic
9. Solving Mechanic
10. Top-down Perspective
11. Platformer Perspective
12. Bounded Space