



Rookie Game Designer

Step-by-Step

OVERVIEW

Now that you're an "official" game mechanic, it's time to design a "top-down" game! To earn this badge you will need to submit the game to the Remix website.

STEP-BY-STEP INSTRUCTIONS

- 1 EXPLORE THE GAMESTAR MECHANIC (G*M) TOOLBOX:** Click on this link (<http://gamenstar mechanic.com/?activation=GAMINGTHESYSTEM>) and click REDEEM. Enter the code GAMINGTHESYSTEM into the field. Then click on the Workshop link at the top of the screen and take some time to explore the tools, types of sprites, and the five components of the Level Editor.
- 2 EXPLORE TOP-DOWN GAMES:** While in the Workshop area, scroll down to Challenges and Contests. Look for a challenge called Top-Down Perspective and click on it (you may need to go to a second page). Under "Challenge Missions," play at least the game called "Slow and Steady."



- 3 DESIGN YOUR GAME:** Click on the "Design Brief" tab to review the rules and requirements for completing this challenge. Think about what makes top-down games different from other games. What will make YOUR game different from the rest? Will it be set in a room? Outer space? A grassy field or a cave? What will your players have to accomplish to win? What enemies will you include in your game? Show us what you know about designing top-down games!



Pac-Man, 1980. Play this game for free at <http://www.learn4good.com/games/pacman/pacman.htm>.

- 4 CREATE YOUR GAME:** Now click on the "Create an Entry" tab to find your design space. Use the Workshop tools and Level Editor to create your top-down game. **SAVE** often (your game will be saved in the My Draft Games or My Published Games areas in the G*M Workshop) and be sure to:

- Test your game on friends and family, gathering feedback on whether the game is too easy or hard, whether the goal of the game is clear, how they like the design, and so on.
- Revise your game design as often as you like until you are satisfied it is both challenging and fun. You won't be allowed to "Submit" your game until you have met all of the goals in the **Top-Down Perspective** challenge.

SUBMIT YOUR WORK!

1. "Submit" your game in G*M when you have met all of the requirements.
2. Upload a link to your game at the **Remix website** to let us know your work is ready for review.