



GlobeTrot

Make your own game!

Gameplay:

Move around and collect the right items while dodging others.
See how well you can do!

Instructions:

Complete content for all pages in this packet and give it to your instructor.
On the following pages, you will see boxes where you can add your art as well as sections where you can fill in text for the game.

Try to make a game that tells your classmates/friends/family something you have learned about a topic you are studying or that you want to teach others about.

Helpful Notes:

For the collectibles -

Think of an item related to the topic you are exploring.

An election might have votes/ballots.

Music may have an instrument like a drum.

An ancient civilization might have artifacts like pottery or coins.

How would this item benefit someone/something?

Saving fish from trash helps the fish.

Completing a poem or important piece of writing helps the author.

Building a musical instrument helps the performer and audience.

Could there be more than one of the same item?

If you were studying an ancient Egyptian city and dodging sandstorms to collect artifacts, the more you retrieve, the more the world could learn about their history.

If you were playing as an activist and dodging bulldozers to collect favorable environmental laws, the more you retrieve could help support the climate.

For the other items -

Think of challenges that might prevent (or did historically prevent) a goal from being achieved.

Did illness or drought create issues for a civilization?

Were characters in a book enemies of the main character?

Would something be harmful to the main item, like pollution to a fish?

For the background -

Think of a place relevant to the person, event or topic.

This could be a map, a room, an ocean, inside a book, or more!

For the character -

Think of a figure that represents a culture, character or idea.

An activist, politician, main character from a book, or maybe you!

Help (Beginning) Text

Game Title:

Help Text:

Remember to explain who the player is, where and when they are, what they're trying to achieve and most importantly why.

Gameplay instructions will be at the end:

Use the arrow keys (or your finger on a smartphone) to move around.

Victory Text:

If they score well enough, why is that important? What was important about trying?

Try Again Text:

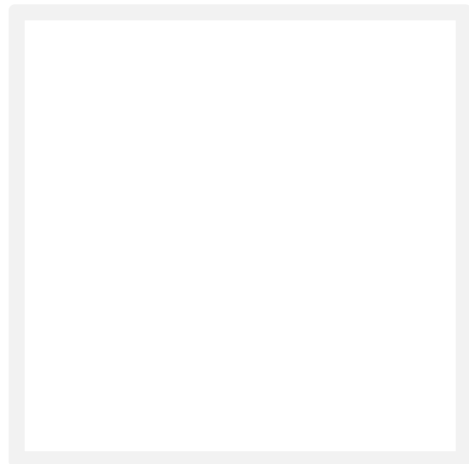
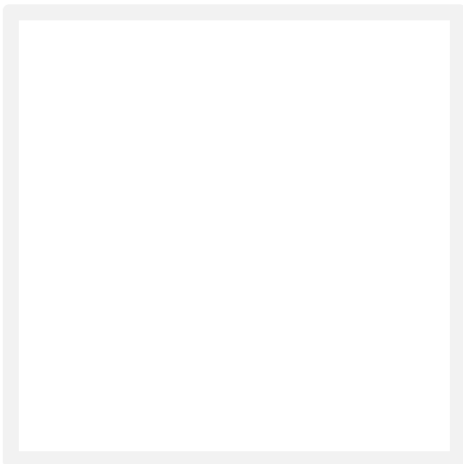
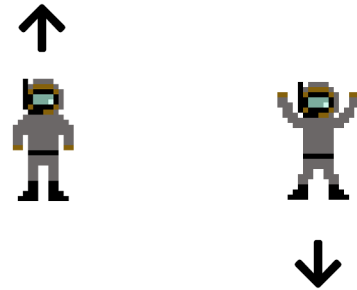
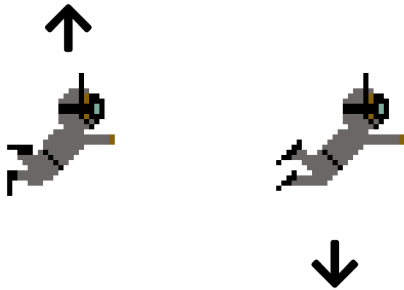
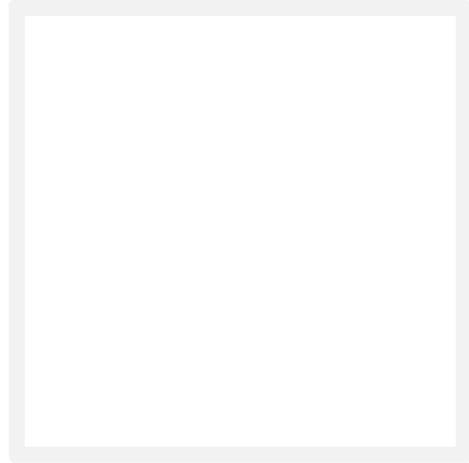
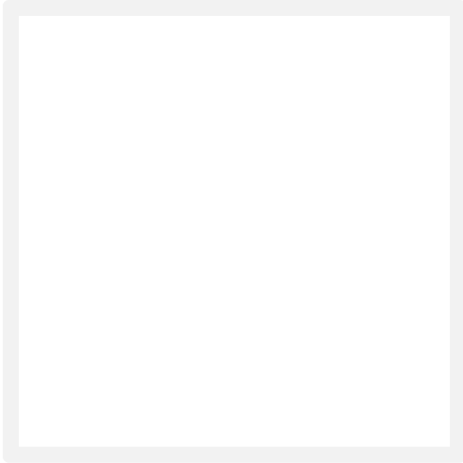
If they need to improve, what was the bad outcome?

Win Score:

Note: Play the demo game a few times first to see what score you can get. That will help you decide how easy or hard to make the game for others.

Character

Draw at least one side pose and one front pose.

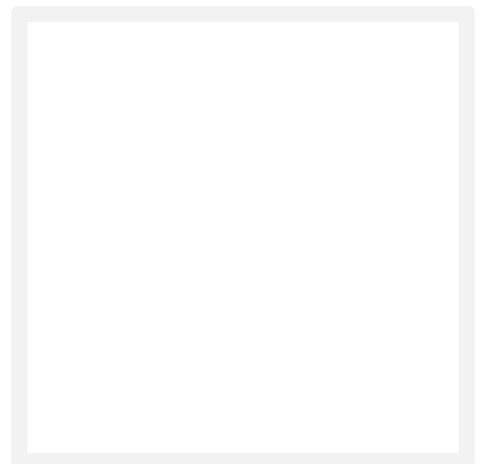
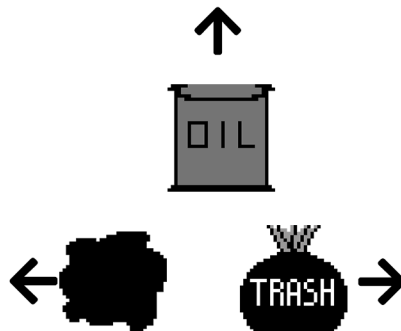
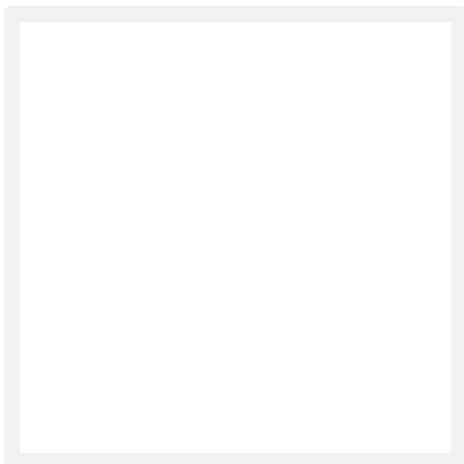
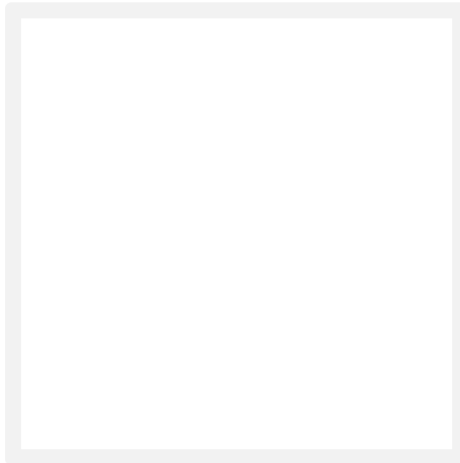
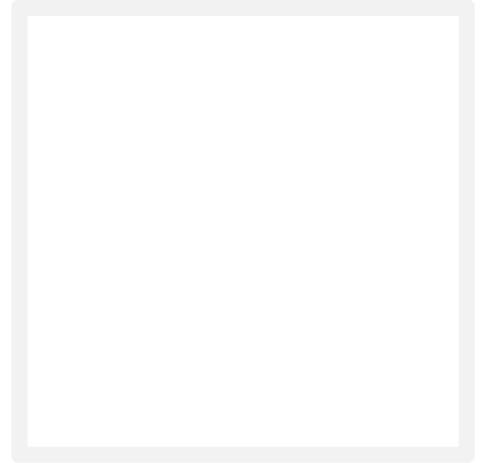
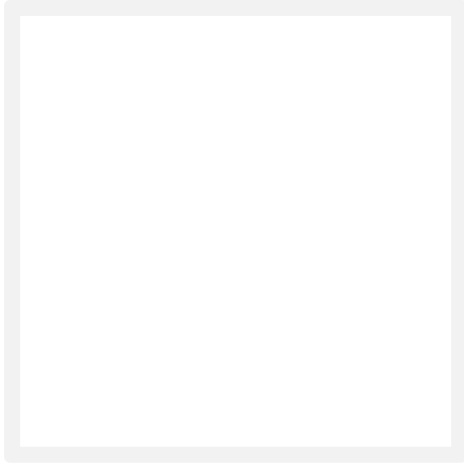


Side Poses
(when moving left or right)
Think walking or swimming.

Front Poses
(when moving up/down
or not moving)

Collectibles/Obstacles

Top two boxes - items to collect
Bottom three boxes - moving objects to avoid

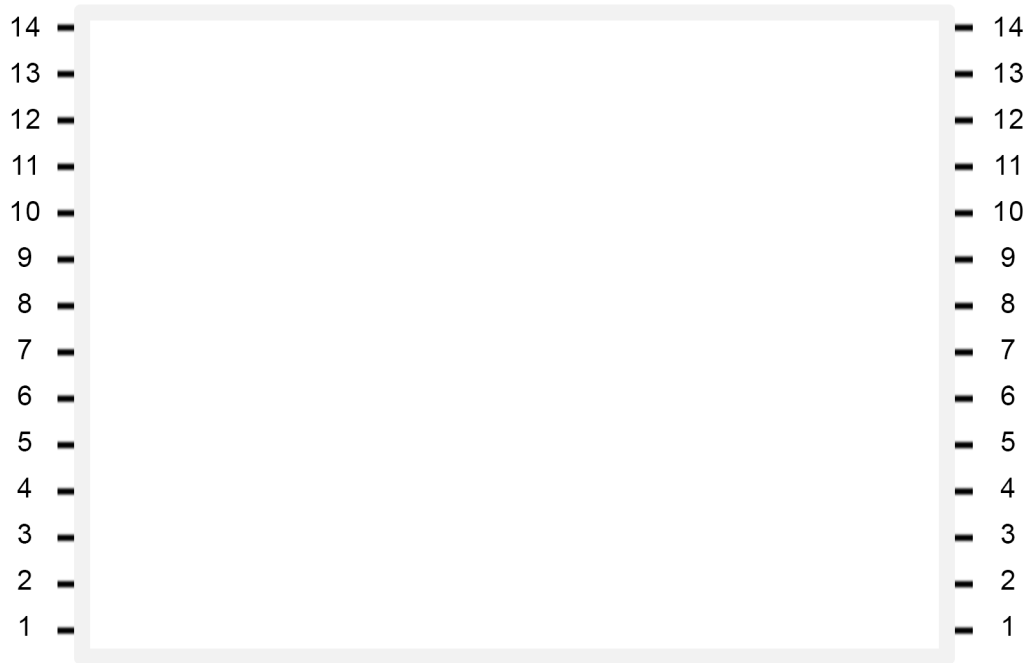


Background

The top box will be in front of the bottom box if you draw two.

Uncolored area will be see-through.

The backgrounds repeat, so try to line up parts like the ground with the same left and right lines.



Background



Fill in this circle with the color you want behind everything
(e.g. blue sky).