AgentSheets Indy Game Project

BY BENJAMIN WORRELL
CARSON MIDDLE SCHOOL
ART DEPARTMENT
This project is used as the “final” for the class, all students will have previously completed, at the minimum, Frogger, PacMan, Space Invaders, Sokoban, and the Infection simulation.
Prior to starting

- Ensure that all students are familiar with various computational thinking patterns from Frogger, Pacman, Sokoban, Space Invaders, and Infection Simulation.

- Collaborative diffusion, generate, absorb, scripting, etc. can and should be used in students’ independent projects.
My Name: __________________________

Game Proposal #1

Game Genre (action, puzzle, shooter, etc.):
Game Title:
Characters (agents):
Basic Story outline:

_____________________________________________________________________

_____________________________________________________________________

_____________________________________________________________________

Game play outline (what do you do, how do you win, how do you lose, etc.):

_____________________________________________________________________

_____________________________________________________________________

_____________________________________________________________________

_____________________________________________________________________

_____________________________________________________________________

_____________________________________________________________________

_____________________________________________________________________
Indy Game Character and Setting Art

Name: ____________________________

Now that you have selected the game idea you wish to pursue, you are going to take on the role of the DESIGN ARTIST, and will be creating a series of drawings to ILLUSTRATE key areas of your video game.

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First off, in the following space, describe the SETTING of your game (city? Country? Beach? Is it even on earth?)

_________________________________________________________________________

_________________________________________________________________________

_________________________________________________________________________

Next, describe the overall STYLE of your game. Is it Pixar?
Game title:

For your game please answer the following questions:

1. Who is your main character? Where does he/she/it come from? What does he/she/it want in life? Why?

2. Describe the setting of your game. Where is it? Is it real or fictional? How does this location relate to your game?

3. Describe the antagonists (the bad guys/whatever is working against your character) of your game. Who are they? Where do they come from? Why do they do what they do?
Title: Torch

Characters: Torch, Aurora, Hemoghouls

Genre: Action

Gameplay objective: Eliminate all Hemoghouls

At the onset of gameplay, the player character must avoid being killed by the Hemoghouls. The ghouls will chase after the scent of the player as he moves around the game map.

If the player is caught by the ghoul, the game is over. The player does not have a way to defend
Students will download drawing tutorials online which will assist them in creating their character designs for their game.
Students download and use drawing tutorials found online (linked website)

Students may choose to augment clothing, colors, or other features of tutorial to fit their individual needs

Once the rough sketch is complete, students should trace over final, desired lines with a sharpie pen
Example Tutorials:
Example sketch:
Example Final Character Art:
<table>
<thead>
<tr>
<th>Agent Name</th>
<th>Number of Depictions</th>
<th>Actions/behaviors</th>
<th>Actions/behaviors con’d</th>
</tr>
</thead>
<tbody>
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</tbody>
</table>
Gallery: Out of The House

Behavior: Fireman

While running:

Put text here to explain what this method does!

If

See

Key

Then

Make

movemomright

If

See

Key

Then

Make

movemomdown

New Rule New Method Duplicate Explain Test Apply OK

Behavior: Mother

Put text here to explain what this method does!

On

moveright

Move

End

Two

Houses

Garage

Grass

New Agent Edit Behavior New Depiction Edit Depiction
# Indy Game Rubric

Name: ___________________________ Date 12-07-012 Period 2

<table>
<thead>
<tr>
<th>Criteria</th>
<th>Score</th>
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</thead>
<tbody>
<tr>
<td>Student participated each day</td>
<td>X X</td>
</tr>
<tr>
<td>Student followed instructions</td>
<td>X X</td>
</tr>
<tr>
<td>Student completed project</td>
<td>X X</td>
</tr>
<tr>
<td>Student showed good behavior and attitude</td>
<td>X X</td>
</tr>
</tbody>
</table>

Total points (16 max) _____

**Presentation**

<table>
<thead>
<tr>
<th>Description</th>
<th>Score</th>
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<tbody>
<tr>
<td>The game looks fun</td>
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<tr>
<td>The characters/agents are interesting to look at</td>
<td></td>
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<tr>
<td>The game has a narrative/story/purpose for existing</td>
<td></td>
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</tbody>
</table>

Total points (max 12) _____

**Graphics**

<table>
<thead>
<tr>
<th>Description</th>
<th>Score</th>
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</thead>
</table>
Finally, make an Arcade Cabinet-Style frame for computer screen.
After all Indy Games were complete, we had an Arcade Day for the school!