**Activity 3.21**

**Game Objectives**

**Introduction:** The objective of the game is what you need to accomplish to win. In the best games, objectives are challenging—not easily obtainable.

**Materials:**

Internet

**Lesson:** Using the curriculum and Unit 3.2 presentation, define the different types of game objectives. List two game examples for each objective. If you have some of these games available you can play them with your teacher’s permission.

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| **Objective** | **Definition** | **Examples** |
| Capture | Take or capture something of the opponent’s while avoiding being captured or killed | 1.Chess  2.Checkers |
| Chase | Catch or elude an opponent  Chase games can be structured as single-player vs. game, player vs. player, or unilateral competition | 1.Tag  2.Assassin |
| Alignment | Arrange game pieces in a certain configuration or create conceptual alignment between categories of pieces | 1.Bejeweled  2.Solitaire |
| Rescue or Escape | The objective is a rescue or escape game is to get a defined unit or units to safety | 1.Super Mario Brothers  2.Prince of Persia |
| Forbidden Act | The objective in a forbidden act game is to get the competition to “break the rules” by laughing, talking, letting go, making wrong moves, or doing something they shouldn’t | 1.Twister  2.Pick up Sticks |
| Construction | The object in a construction game is to build, maintain, or manage objects | 1.Civilization  2.Simcity |
| Exploration | The object in an exploration game is to explore game areas – usually combined with a competitive objective | 1.Zelda  2.Everquest |
| Solution | The object in a solution game is to solve a problem or puzzle before the competition | 1.Sudoku  2.Clue |
| Outwit | The object in a game of wits is to gain and use knowledge in a way that defeats the other players | 1.Jeopardy  2.Survivor |
| Race | Reach a goal – physical or conceptual – before the other players | 1. Backgammon  2. Gran Turismo |

1. You will be divided into teams of two. Each team will be assigned a different game objective.
2. Using your Design Journal (or computers) write down an original simple game idea that uses the game objective the teacher assigns you. Games should be a party or board-type game. Describe in detail how the game can be played.
3. Students will then create a game flyer that could be used as the cover of the game box. Students can us a 2D drawing program or sketch the design by hand. Include the following in the design:
   * A brief statement that explains the game including the basic objective.
   * A descriptive original graphic of the game
4. Share your designs with the class.

Questions:

* + - 1. What game design might you want to play if it were produced and why? Chase because I would have people chasing something to catch it and get rewards.
      2. What game design might you want to play the least if it were produced and why? Solution because I hate solution games.
      3. What two objectives are the most similar and why? Capture and chase because you have to catch something in both of them.
      4. What two objectives are the most dissimilar and why? Chase and Forbidden act are different because of how they are designed and played.
      5. Think of a game show you have seen on TV. Describe that show and what objective is used in the game. The game show is wheel of future and the game objective it fits under is solution because you have to solve the puzzle.