

Element #2:

Dramatic Elements

Distribute Handout

Breakout #1: Dramatic Elements

How does your favorite game integrate dramatic elements?

To what degree do these dramatic elements add to your engagement, or are they orthogonal?



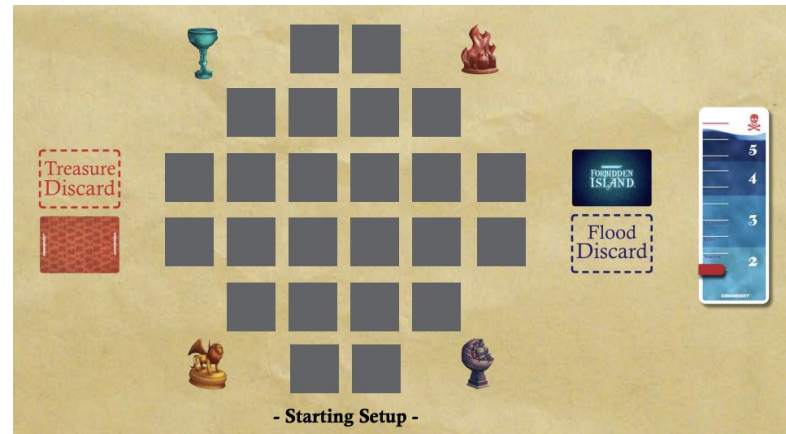
Premise: You are adventurers who need to find the lost treasure and helicopter out before the island floods!!!

Win the game: Capture all 4 treasures and use the helicopter to get off the island

Lose the game: The flood removes enough tiles that you get stranded and drown when the tile you are on is removed

Setup

1. Place the square tiles, colored side up, in the following pattern:



2. Place a candy in each corner (as treasure).

3. Deal an adventurer card to each player.

Inspect the special action for your role



4. Place your colored pawn on your starting tile



Setup

5. Deal 2 treasure cards (red back) to each person



6. Set the water level

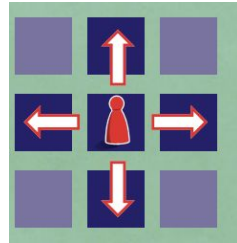


Game Play

1. Take up to 3 actions
2. Draw 2 Treasure Deck Cards for your hand
 - a. Waters Rise cards raise the water level meter by 1
3. Draw the # of Flood Cards indicated by water meter.
 - a. If tile is not flooded, flip over to flooded
 - b. If tile is already flooded, remove from the game (both card and tile)
 - i. If you are on the tile, you must swim to an adjacent tile that has not been removed.
 - ii. If there is no adjacent tile, then you lose the game

Game Play Actions

1. Move



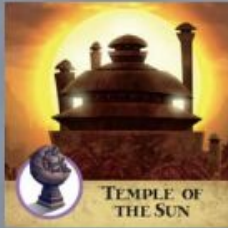
2. Shore up



3. Give a treasure card
(must be on the same tile)



4. Capture a treasure

Discard	Pawn on Corresponding Tile	Capture
	 -OR- 	

Activity #2 Reflection:
Game Mechanics (Formal Elements)
How did the game mechanics affect the play?

Premise / Storyline

Level 1: High-level premise

The attack of the meatballs, King Onion is training you as a chef

You are in a band, keep leveling up, play against the devil

Cat's quantum computer blew up, gather the parts

Level 2: Game-specific premise

Short-order chef game - gather ingredients, chop, cook, serve

You are playing a guitar, press buttons when notes get there

Fix cupcakes for chef by making quantum circuits to earn part back

Activity #2 Reflection: Dramatic Elements

How did it feel to play a cooperative game?

The game has a turn and is fighting against you

The different roles provided everyone a unique role to help out

A lot more rules - much more complicated

Breakout #2: Dramatic Elements

Using the same or similar mechanics, propose a separate premise / storyline that could be played almost identically

Overarching challenge:

Geography:

What is providing the pressure to finish?

What are the different roles and special abilities?

Brainstorming

Genre: Cozy Game

Learning goals: Quantum concepts (see handout)

Overall cozy game elements:

Part of premise: You have a farm or other business

Constraints:

- Limited money**

- Limited actions per day**

Choices:

- Buy and/or Gather Supplies**

- Create & Sell product**

- Save up for upgrades**

- Go on “quests” or satisfy requests of NPCs**

- Make food to allow more actions**

Expansion Phase

Form four groups:

**Superposition, Entanglement, Quantum Operations,
Measurement**

**Put any related words / brainstorm associated with
those words in separate bubbles.**

Collection Phase

Front side: One term from your brainstorm

Back side: Your concept (e.g., entanglement)

Collision Phase

In breakout group:

Shuffle your cards

Pairs of cards - brainstorm three premises based on the pair (do this twice)

Enter into google form

As a whole class:

Hand cards to me

Shuffle all cards

Pairs of cards - brainstorm three premises based on the pair (do this twice)

Enter into google form

Rating Phase

Vote for your top two ideas

Say what you like about each top idea