# Game Design

For Computer Science Education

Eve Powell



# Game Concepts



Saving Sera- The objective is to save Princess Sera from the evil sorcerer and ultimately save the world from his evil



Learning Recursion- The player must find a key that goes into an ancient door to acquire a long lost artifact.

# Mission Start Classis, We regret to inform you that due to your pets behavior, we have feechly shall down your shop at the Missinstrum hatam. If we open your booth, please basin your pets wan your shop in a down fashion. If you expluse assistance, please pick up a pet busing hatalic in the (pormators office. Description of the pormators of the start of the start

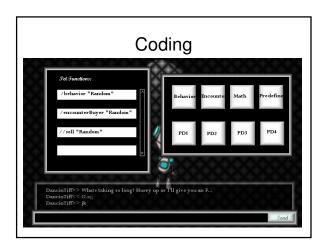
# Train Pet

### Interact with pet

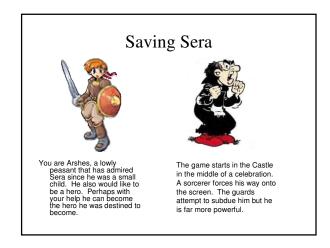
Storage Upgrades Shop Delivery Pet Functions

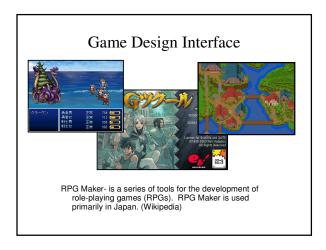
Storage Func. Shop Func. Delivery Func.

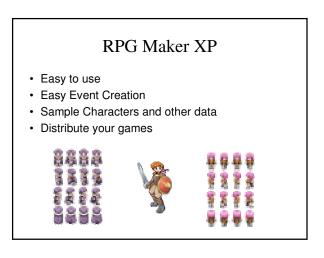


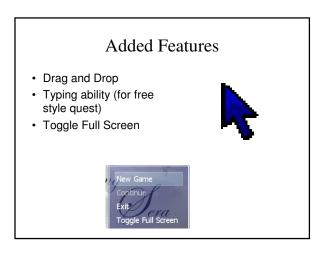


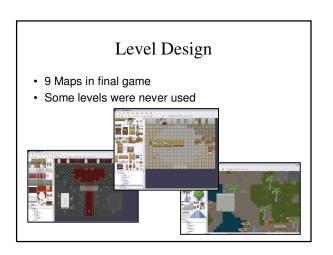






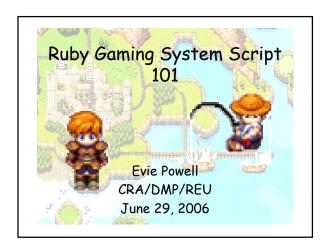


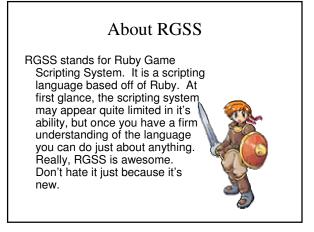


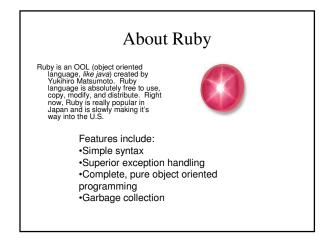










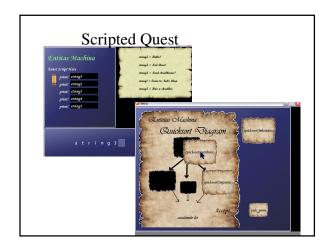


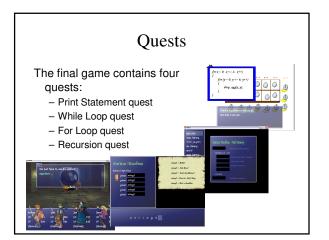
```
Window Example

class Window_Blah < Window_Base

def initialize
    super(0,0, 599, 329)
    self.contents = Bitmap.new(width - 32, height - 32)
    refresh
    end

def refresh
    self.contents.clear
    self.contents.font.name = $defaultfonttype
    self.contents.fort.rame = "Monotype Corsiva"
    #self.contents.font.color = text_color(0)
    #self.contents.font.size = 40
    end
end
```





# Interfaces

- Exploration Character chooses path. This is common in most role-playing games.
- · Main goal put on hold until character grows
- · Incentive to understand the material covered.
- 2-dimensions versus 3-dimensions



### **User Reactions**

"This is so cute!... I feel like I understand some things a little more"

-Christina Richardson

"The village was cute and made me want to run around and talk to everyone and explore everything!"

-Tiffany "Tar" Ralph

"The mouse support rulz!"

-Amanda Chaffin

# Questions?

Eve Powell – neoQuistis@gmail.com
Dr. Tiffany Barnes – tbarnes2@uncc.edu