

Name: _____

Video Game Composition Brainstorming Worksheet

Video Game Company Name: _____

Title: _____

Back Story:

Goal: _____

CHARACTER INFORMATION

Character #1 Name: _____
Character skill: _____
Character Role: _____
Character Appearance: _____

Character #2 Name: _____
Character skill: _____
Character Role: _____
Character Appearance: _____

Character #3 Name: _____
Character skill: _____
Character Role: _____
Character Appearance: _____

Character #4 Name: _____
Character skill: _____
Character Role: _____
Character Appearance: _____

LEVEL INFORMATION

Level #1 Name: _____

Appearance: _____

Music Description: _____

Level #2 Name: _____

Appearance: _____

Music Description: _____

Level #3 Name: _____

Appearance: _____

Music Description: _____

Special features

● Special Feature #1 Name: _____

○ Purpose: _____

● Special Feature #2 Name: _____

○ Purpose: _____

● Special Feature #3 Name: _____

○ Purpose: _____

SKETCHES

Draw your characters and label them with their names

Draw your levels and label them

Draw the special features

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Video Game Composition

Slideshow Presentation (20 pts)

- You have a title
- You have "by: (Insert your name)" on the Title slide
- Your Back story is explained thoroughly
- Character #1 (5 pts)**
 - Skill, Role, and Appearance explained
 - Drawing of Character
- Character #2 (5 pts)**
 - Skill, Role, and Appearance explained
 - Drawing of Character
- Character #3 (5 pts)**
 - Skill, Role, and Appearance explained
 - Drawing of Character
- Character #4 (5 pts)**
 - Skill, Role, and Appearance explained
 - Drawing of Character
- Level #1 (5 pts)**
 - Description and Music explained
 - Drawing of Setting
- Level #2 (5 pts)**
 - Description and Music explained
 - Drawing of Setting

- Level #3 (5 pts)**
 - Description and Music explained
 - Drawing of Setting
- Special Feature #1 (5 pts)**
 - Appearance and Ability explained
 - Drawing of Special Feature
- Special Feature #2 (5 pts)**
 - Appearance and Ability explained
 - Drawing of Special Feature
- Special Feature #3 (5 pts)**
 - Appearance and Ability explained
 - Drawing of Special Feature
- Level Music (30 points)**
 - Level #1 Music
 - Level #2 Music
 - Level #3 Music

Total Points: 100

Websites:

1. **Beepbox.co** - Music for your video game
 - a. Make sure you have 3 different loops
 - b. Save your music by copy and pasting the link into your slideshow.
 2. **sketch.io/sketchpad** - Sketch Characters, Special Features or Levels
 - a. Export
 - b. Save as ".JPEG"
 - c. Insert it into your slideshow
 3. **pixilart.com/draw** - Sketch Characters, Special Features or Levels
 - a. Download
 - b. Click "All"
 - c. Click "show in folder" at bottom of screen
 - d. Insert it into your slideshow
- ***After finishing digital artwork and songs, PLEASE IMMEDIATELY save them or you will LOSE your work.*****

TEACHER INSTRUCTIONS & LINKS:

EDITABLE Google Doc Version:

https://docs.google.com/document/d/1bQi_Y0HYLMJ3uI4kjacdk59VoNZ3um-JKjjZ3axjQv4/copy

Google Slide for Students to learn about Video Games (please review before showing):

<https://docs.google.com/presentation/d/1Ummfx1VrQ7mLDt0uQCKMFeT-7v1bE4ptMXsf9y-GWPI/copy>

Template for Video Game Presentation:

<https://docs.google.com/presentation/d/1meuhCWcP7INuw-kV1l2Ypi8A5UzFQQk7v1VUw0D83ow/copy>

- Lesson is used as a means to incorporate Music, Art, and English (due to using adjectives and descriptions)
- Video Game Composition has students creating their own characters, levels, backstory and special features for their game.
- **Pg. 1-2** ("Video Game Composition: Brainstorming Session") has students develop their full idea first

before sketching or getting on the computer to create music.

- **Pg. 3-4** ("Sketches") students draw their characters, levels and special features in the respective boxes while also labeling them so the teacher knows which one is which.
- **Pg. 5** is the full rubric used for this presentation. I personally have my students make a slideshow and present it to the class. If you would like, you can just have your students present the handout (due to time or age appropriateness).
- **Pg. 6** is the full list of websites and directions for downloading to use with this project. **Beepbox.co** is a website for composition, the other two (pixilart and sketch.io) are used for the artwork.
- **Definition of Characters:** Students have to give details of the characters - what are their abilities (fly, fast, etc), what is their role (protagonist or antagonist).
- **Definition of Level:** Students have to explain the appearance of level (ie. underwater with castles or fireball tunnel) and describe

the music (ie. scary, happy, sad, etc).

● **Definition of Special**

Features: These are items used in the video game to help the characters (ie. Bananas help heal, shoes help them run faster, etc) - for bonus points, students can come up with a song for each special feature.

Credit: Artwork is from etsy account "J11Digitals"