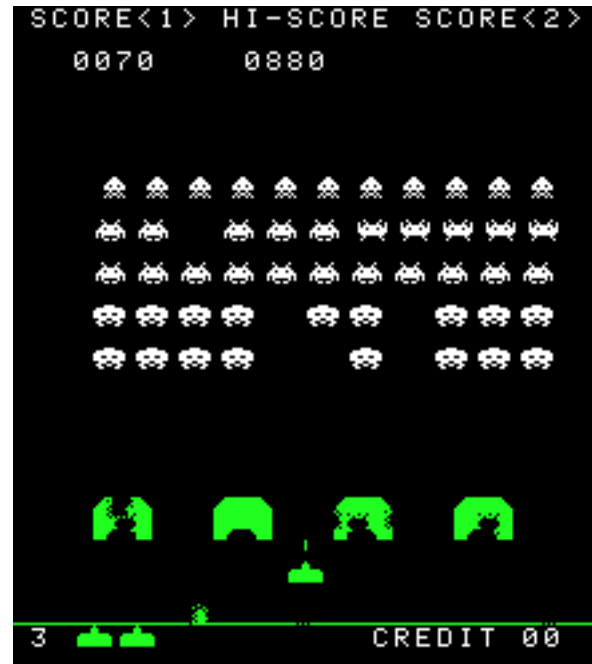


## PART I: ANALYZING THE GAME

### Space Invaders

Space Invaders is a two-dimensional fixed shooter game in which the player controls a laser cannon by moving it horizontally across the bottom of the screen and firing at descending aliens. The aim is to defeat five rows of eleven aliens that move horizontally back and forth across the screen as they advance towards the bottom of the screen shooting at the player. A special "mystery ship" will occasionally move across the top of the screen and award bonus points if destroyed. The laser cannon is partially protected by several stationary defense bunkers that are gradually destroyed by projectiles from the aliens and player.



- What verbs are used in the game?
- Can you think of any other relevant verbs or dynamics that could have been included in the game?
- What messages does the game communicate or what values it embody?

## **PART II: MODDING THE GAME**

Look at your Problem card. We have given you an issue, a scenario, and a story. You can choose any of these as a starting point for your modded game. Redesign your assigned game so it is about the problem. Do this by using a different set of verbs that reflect the values of your group. Consider how the gameplay can offer possible solutions to this problem. Alter or add new visual elements as needed.

Your finished game should play very differently than the original!

Questions to consider:

- What are your group's values?
- What are some verbs that reflect those values?
- Who are the characters involved in this problem?
- How do they interact with each other?
- What is/are the player's role(s) in this problem?
- What is the goal of the game?
- Is it a collaborative game or a competitive game?
- Is it a multiplayer or a single player game?