

PART I: ANALYZING THE GAME

Super Mario Bros.



The player takes on the role of the main protagonist of the series, the Italian-American plumber Mario. The objective is to race through the Mushroom Kingdom, survive the main antagonist Bowser's forces and save Princess Toadstool. The player moves from the left side of the screen to the right side in order to reach the flag pole at the end of each level. The game world has coins scattered around it for Mario to collect, and special bricks marked with a question mark, which when hit from below by Mario, may reveal more coins or a special item. Other "secret" (often invisible) bricks may contain more coins or rare items that give Mario special powers. Mario's primary attack is jumping on top of enemies.

- 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?