

PART I: ANALYZING THE GAME

Frogger

The player guides a frog which starts at the bottom of the screen. The lower half of the screen contains a road with motor vehicles speeding along it horizontally. The upper half of the screen consists of a river with logs, crocodiles, and turtles, all moving horizontally across the screen. The very top of the screen contains five "frog homes" which are the destinations for each frog (life). The only player control is the joystick used to navigate the frog; each push in a direction causes the frog to hop once in that direction. On the bottom half of the screen, the player must successfully guide the frog between opposing lanes to avoid becoming roadkill or falling into the river.



- 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?