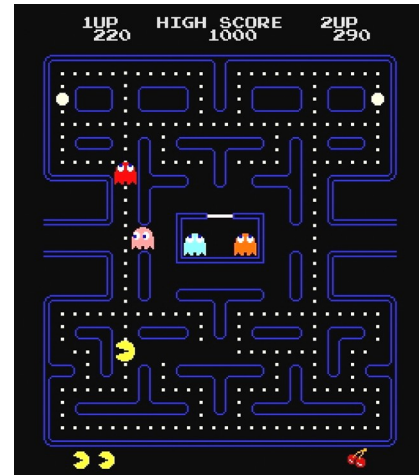


PART I: ANALYZING THE GAME

Pac-Man / Ms. Pac-Man

The player controls Pac-Man through a maze, eating pellets. When all pac-dots are eaten, Pac-Man is taken to the next stage. Four ghost enemies roam the maze, trying to catch Pac-Man. If an enemy touches Pac-Man, a life is lost. Near the corners of the maze are four larger, flashing dots known as power pellets that provide Pac-Man with the temporary ability to eat the enemies. The enemies turn deep blue, reverse direction and usually move more slowly. When an enemy is eaten, it returns to the center box where it is regenerated in its normal color.



- 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?