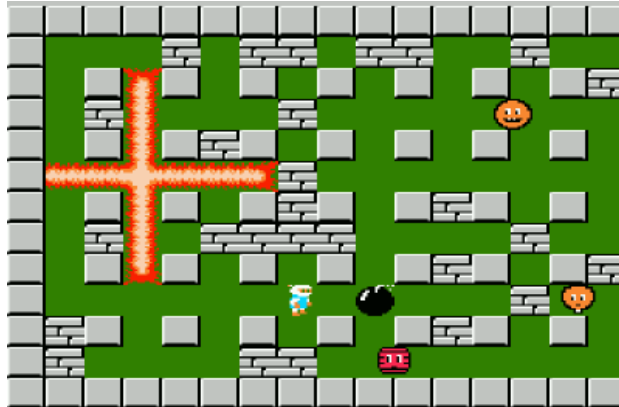


PART I: ANALYZING THE GAME

Bomberman a.k.a. Dyna Blaster



The general goal in the Bomberman series is to complete maze-like levels by strategically placing bombs in order to kill enemies and destroy obstacles. Exploding bombs can set off other bombs, kill or injure enemies and destroy obstacles. However, they can also kill or injure the player character or destroy powerups. Bomberman games also feature a multiplayer mode, where other Bombermen act as opponents, and the last one standing is the winner.

- 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?