

PART I: ANALYZING THE GAME

Rampage



The player controls giant monsters who can jump and climb skyscrapers, and punch enemies (soldiers) and buildings. The player's monster receives damage from enemy bullets, sticks of dynamite, shells, and from falls. Damage is recovered by eating food such as fruit, roast chicken, or soldiers. If a monster takes too much damage, it reverts back into a naked human and starts walking off the screen sideways, covering its genitals with its hands. While in this state, the player can be eaten by another player. Each player can grab civilians (women, men, businessmen) to increase score.

- 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?