



Questara

Engaging Question: What makes a good adventure game?

Key Knowledge

Elements of an Adventure Game:

- **Storyline:** A compelling plot that engages players and drives the game forward.
- **Characters:** Well-developed characters with unique abilities and personalities.
- **Setting:** An immersive world with detailed environments and locations.
- **Challenges:** Puzzles, quests, and obstacles that players must overcome.

Game Design Principles:

- **Gameplay Mechanics:** Rules and systems that define how the game is played.
- **Graphics and Sound:** Visual and auditory elements that enhance the gaming experience.
- **User Interface:** Intuitive controls and menus that make the game easy to navigate.
- **Replayability:** Features that encourage players to play the game multiple times.

Learning Activity

Objective: Understand the key elements that make an adventure game engaging and fun.

Instructions:

- **Read** a story or a fairy tale.
- **Identify** the key elements of the story that could be adapted into a game.
- **Take notes** on the plot, characters, setting, and challenges.

Resources Needed:

- Internet access or library resources
- Notebook and pen

Challenge

Challenge Description: Design and make a board game or video game based on the story.

Instructions:

- **Choose** a story or fairy tale to adapt into a game.
- **Gather information** and images related to the story's elements.
- **Create** a board game or video game that incorporates the plot, characters, setting, and challenges.

Submission Requirements:

- Board game or video game design
- Include a brief written explanation (1-2 paragraphs)

Helpful Tips

- Use colourful images and diagrams to make your game design more engaging.
- Highlight key facts and figures to make your explanation clear.
- Be creative and think about what would make the game fun to play.