



Legends of Learning Game-Based Learning Design Competition

Instructions and Design Document

General Instructions

1. Please complete each step of this document in accordance with the instructions provided in this document.
 - a. You are able to download this document and fill it out in Word, PDF, or Google Docs.
2. All participants must have their teacher register their team before submitting their final submission at:
<https://docs.google.com/forms/d/e/1FAIpQLSdSDqIHcbUaEN-MOXEWmChpAyHWhW2-YV8X4rr-1P1J9KetRQ/viewform>
3. All submissions are due by June 15th, 2020 at 11:59 pm PST and must be submitted by email only to events@legendsoflearning.com.
4. When submitting the final submission, you must do the following:
 - a. Have your team's teacher, using their school email address, email a completed version of this Design Document as a Google Doc, Word or PDF file, labeled as "GBL_Design_Competition_Submission", to events@legendsoflearning.com.
 - b. Upon our receipt of your submission, your teacher will receive a confirmation of submission.
 - c. Documents not submitted by a teacher will be disqualified.
5. Only one submission may be submitted per student and per team. Each submission can only cover one specific educational topic of the four (4) choices described below. Your choice of topic has no impact on the outcome of the contest.
 - a. Students may work with up to four (4) other fellow students on a team (for a team size of up to 5 students) for a single submission.

6. All submissions must be age-appropriate for elementary and middle school students, and contain no violence, guns, profane language or other inappropriate content. If you have questions regarding what may or may not be appropriate, please consult your teacher.
7. Incomplete submissions, submissions that do not comply with these instructions, and submissions with inappropriate content will automatically be disqualified.
8. No outside help or assistance is allowed.
9. Any questions regarding the completion of this form or the Competition in general should be submitted to events@legendsoflearning.com.

Curriculum Instructions

1. You must choose to design a game that teaches one (1) of the four (4) topics set forth below:
 - a. Scientific Method
 - b. Natural Resources
 - c. Greenhouse Effect
 - d. Solar Installation
2. Each topic has a corresponding curriculum package that provides information on the topic and has the minimum number of concepts that your game MUST cover. The curriculum packages are available at <https://www.legendsoflearning.com/game-based-learning-design-competition/>
 - a. We will not answer any questions about the curriculum packages or the underlying curriculum. You are welcome, but not required to, to look for additional materials, provided that they cover the necessary curriculum.
 - b. Solar Installation, unlike the other three topics, is not a standard's aligned topic. Therefore, the curriculum package is different and based on real-world training materials, not academic standards.

Scoring and Winner Selection

1. Each submission timely received and not otherwise disqualified will be scored on the following criteria out of a total of 1,000 points:
 - a. Creativity of Game Design Concept: 0 to 350 points
 - b. Completeness and Detail of Submission: 0 to 350 points
 - c. Ability to Blend Educational Material into Game Mechanics: 0 to 300 points
2. Winners will be selected based on the highest team scores.
 - a. The two highest-scoring teams will each receive a \$500 Amazon gift card and a meeting with the Legends of Learning game development team to discuss their game vision and the game creation process.
 - i. For example, a team of five students will each receive \$100 if their team wins the \$500 prize.
 - b. The next ten runners up will receive a \$100 Amazon gift card for their team.



Game Design Competition Document

The purpose of this challenge is for students to detail how they would design a video game that helps teach the selected curriculum topic to other students. Preparing a design document like this is often the first step in the production of a real video game.

Team Name:

Teacher Name:

Teacher Email Address:

School Name:

School District:

Selected Curriculum Topic:

Title of Game:

Name(s) of Team members involved in Submission:

1. **Theme / Setting / Genre**

In 500 words or less, please describe the general theme of the game, any relevant background material, and the overall genre of the game.

Notes: The theme of the game might be how to maximize natural resources. The background material could be that you are an energy executive looking to build power plants and deciding which ones to build. The genre could be a resource allocation strategy. Please be more specific than these examples.

2. Core Gameplay Mechanics Summary

In 500 words or less, please describe how the game will work and the core things players will do/actions they will take to both play and learn.

Notes: What should the gameplay be like? What is the goal of the game, and what kind of obstacles are in the way? What tactics should the player use to overcome these obstacles? What choices do players need to make? How do they learn?

3. Game Influences

Describe three (3) creative influences for your game. For example, movies, games, books, tv shows, etc. For each of the three (3) influences, name the influence below and, in less than 200 words, please describe why you chose the influence.

- Name of Influence #1:

Why did you choose this influence (200 words or less)?

- Name of Influence #2:

Why did you choose this influence (200 words or less)?

- Name of Influence #3:

Why did you choose this influence (200 words or less)?

4. Player Mindset

In 500 words or less, please describe the mindset of your target player.

Notes: What kind of mindset do you want to provoke in the player? Do you want them to feel powerful, or weak? Adventurous, or nervous? Hurried, or calm? Cautious or Aggressive? How do you intend to provoke those emotions?

5. Story and Gameplay/Game Flow Detailed

In 750 words or less, please provide a narrative of the gameplay experience and how this experience teaches the underlying curriculum.

Notes: What do players do? How do they succeed/fail? What actions/choices are they required to take? How do they learn the material through the game? Imagine describing your favorite video game to a friend.

6. **Style Attributes**

In 500 words or less, please describe the style attributes of your game.

Notes: What kinds of colors will you be using? What kind of graphic style are you going for? Cartoon-y? Pixel-y? Cute? What kind of visual feedback are you going to use to let the player know they're interacting with something?

7. **Graphics Needed**

In 500 words or less, describe five (5) key characters or graphics needed for the game.

For example: Animals, Super Hero, Roof , Brick House etc.

Graphic 1:

Graphic 2:

Graphic 3:

Graphic 4:

Graphic 5:

8. **Sound Effects Needed**

In 500 words or less, describe the five (5) most important sound effects of the game, where in the game they exist and why they are important.

For example: Soft Footsteps (dirt floor), Glass Breaking, Door Opening

Sound 1:

Sound 2:

Sound 3:

Sound 4:

Sound 5:

9. The Elevator Pitch Summary

Pretend that you are pitching your game to an executive in the elevator. In 200 words or less, provide the best pitch for why someone should help build your game.