Super Software

Live Q&A- Join us at 11am on Thursday 13ᵗʰ May to hear Tom from Lineal answer some of your questions! Tom is a Software Coding Specialist at Lineal and you will see him in the infomercial/battle video. What would you like to find out about working in Super Software? Submit your classes' questions to holly.power-brown@realideas.org by Tuesday 11ᵗʰ May and we will choose some to ask Tom (This Q&A will be recorded and available to watch anytime so even if you can't make the live time you can still submit your questions).

Video	Activity
Session 1	
Infomercial Battle- This video will give your class an insight into the different roles available in the Digital Software industry whilst watching software engineers Tom and Lewis complete a challenge! Key Language: software, computer programme, software developer	User Inyerface Challenge How quickly can you complete the User Inyerface challenge? You can make up the details that go in there. Once you've done it, talk to the person next to you about all the things that were wrong with it and how you would improve the design. https://userinyerface.com/
Session 2	
Workplace Tour- This video goes into more detail of the specific roles in a Digital Software company. You will see employees and the equipment they use. In this workplace tour of Lineal we meet Hooma. She shows us round the Lineal building and tells us about the different job roles available there. Key Language: software, computer programme, software developer, marketing, clients, coder, customer relationship management software	Programme a Game Lineal specialise in developing software for businesses, however, another area of software development is gaming. (You can see videos of professional game developers in the Digital School House One Minute Mentor videos.) Using Bitsy https://make.bitsy.org/ (a gaming programmer), the children will create their own game. The aim is to build a maze and programme a character to move around it, meet objects along the way and eventually get to the end. (The videos below may be useful for getting to know the game, however you may find it easier to learn how to use it yourself and then show the children, rather than showing them the videos.) Challenge 1: Programme the colour pallets on the game, you can choose your favourite colours. Make a new sprite character and a sprite object. Download the game to save it (it will go into your downloads folder) ready to upload and edit next session. Intro tutorial Colour Palette Tutorial Wall tile and Avatar Tutorial. (Alternative activity if you don't have access to computers) Design a Game Template- Activity 1&2
Session 3	
Employee Profile- This video focuses on one specific employee and their role within the company.	Programme a Game Go to https://make.bitsy.org/ and upload your game from your downloads folders.

Meet Lewis! Having not long left college, Lewis is now studying as an apprentice at Lineal. He is learning new skills whilst working as an apprentice tech support/cyber security engineer. Key Language: software, computer programme, software developer, cyber security, tech support, website development, networking	Challenge 2: Make a wall and maze by programming the wall tiles. Test your game so far by moving the avatar around the maze. Wall tile and Avatar Tutorial Don't forget to save your progress by downloading your game. (Alternative activity if you don't have access to computers) Design a Game Template- Activity 3
Session 4	
Challenge 3: Go to Bitsy and upload your saved game. This time, add text to your avatar and sprite characters/objects (e.g. "You win!" when the avatar finds a character or "You have found a nice warm cup of tea." when the avatar finds the cup of tea object etc.). Build a maze for them to walk around with different objects to find. Finish your game and play it- let your friend have a go, what do they think of your game? If you download your game you can attach it to an email and email it to yourself. If you then open Bitsy and upload your saved game you will be able to play your game from any computer and keep editing it from home! (Alternative activity if you don't have access to computers) Design a Game Template- Activity 4 and 5	

Activity 1

Don't feel like you have to come up with a whole idea at once. Break it down into segments that feed into each other. Try this five times and pick your favourites.
Start by drawing an environment you know - this could be real or imagined, then decide what the main goal of your game is, and finally choose a genre of game. There is an example in the first box to get you started.

You can repeat this as much as you like - the more ideas you have, the more games you could make!

An environment:

A supermarket

A genre of game:
To checkout all the customer's shopping

A goal:
Puzzle game

My game in one sentence:

Pack the customers shopping in a tall tower - don't let it fall!

An environment:

A genre of game:
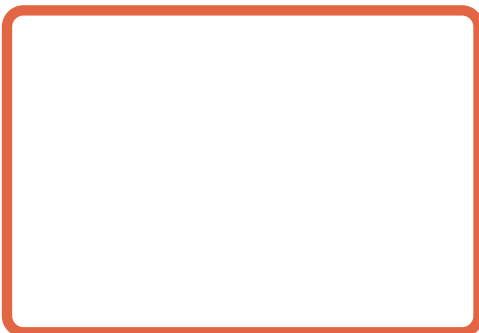
A goal:

My game in one sentence:

An environment:

A genre of game:

A goal:

My game in one sentence:

SIDE QUEST

An environment:

A genre of game:

....

A goal:

....

My game in one sentence:

An environment:

A genre of game:

....

A goal:

....

My game in one sentence:

An environment:

A genre of game:

....

A goal:

....

My game in one sentence:

An environment:

A genre of game:

....

A goal:

....

My game in one sentence:

....

Activity 1

Next, using your three game elements create a piece of unique concept art and an initial game concept.

Concept art helps form an idea of what your world will feel like and could be anything from an enemy, an item, a creature, or even the flowers in your game! Which element best shows what makes your game unique?

Don't worry about perfecting the name of your game - it could be something as simple as "Untitled Dog Game". It will be easier to think of a snappy title in the later stages.

My game is called:

....

My game will be played by:

....

My game is set in:

....

My first piece of concept art:

Activity 2

Using this sheet, time yourself five minutes to draw six different versions of your main character, and decide on one you like the best.

When deciding on a favourite design it is important to get good feedback - why not share your designs with the Discord group? It is helpful to ask questions like "which is the scariest?" or "which character design looks most like an angel?" rather than "which idea do you like best?" to make sure you get useful feedback!

Activity 2

Now, let's think about who our main character is by answering these questions about them.

Creating a main character is one of the most important (and fun) elements of game development, and will be the part of your game that the player relates to the most. It is useful to think about your character's backstory even if you don't show it in your game - it will make your character seem more real!

What is your main character's name?

....

What is their goal?

....

....

....

What is their biggest weakness?

....

....

....

How do they overcome it?

....

....

....

Describe your character in one sentence.

....

....

....

Activity 3

In this activity, we are going to think about our game's story by filling in the five most important parts - or "beats" in the game.

Keep your story simple for now as it will help in identifying the key beats and define what elements are most important to work on. If your game has no story, what are the five key parts of the game from start to finish? Remember the current Quest and your three game elements from the first activity!

First Steps
The game begins - what does the player see?

....

....

What's This?
Someone or something excites the main character - what is it?

....

....

A New World
What does that exciting thing reveal about the game?

....

....

Challenges
What is the main aim of the game and what challenges does the player face?

....

....

Achievement
How do you beat the game and what has the main character learned?

....

....

Activity 3

In this activity, we're going to think of the five sound elements that help define the five "beats" of our game. Using items around your house, try and create five sounds for each step and write them down here.

When designing your game, creating sound effects that bring your world and characters to life are incredibly important. Why not try and record them using your phone or a computer?

First Steps
What does your main character sound like when they talk and move?

....

....

What's This?
What sounds could draw the player towards something exciting?

....

....

A New World
What sounds can you hear in the world of your game?

....

....

Challenges
What noises can you hear when your main character faces a challenge?

....

....

Achievement
Is there a sound that plays when you complete the game?

....

....
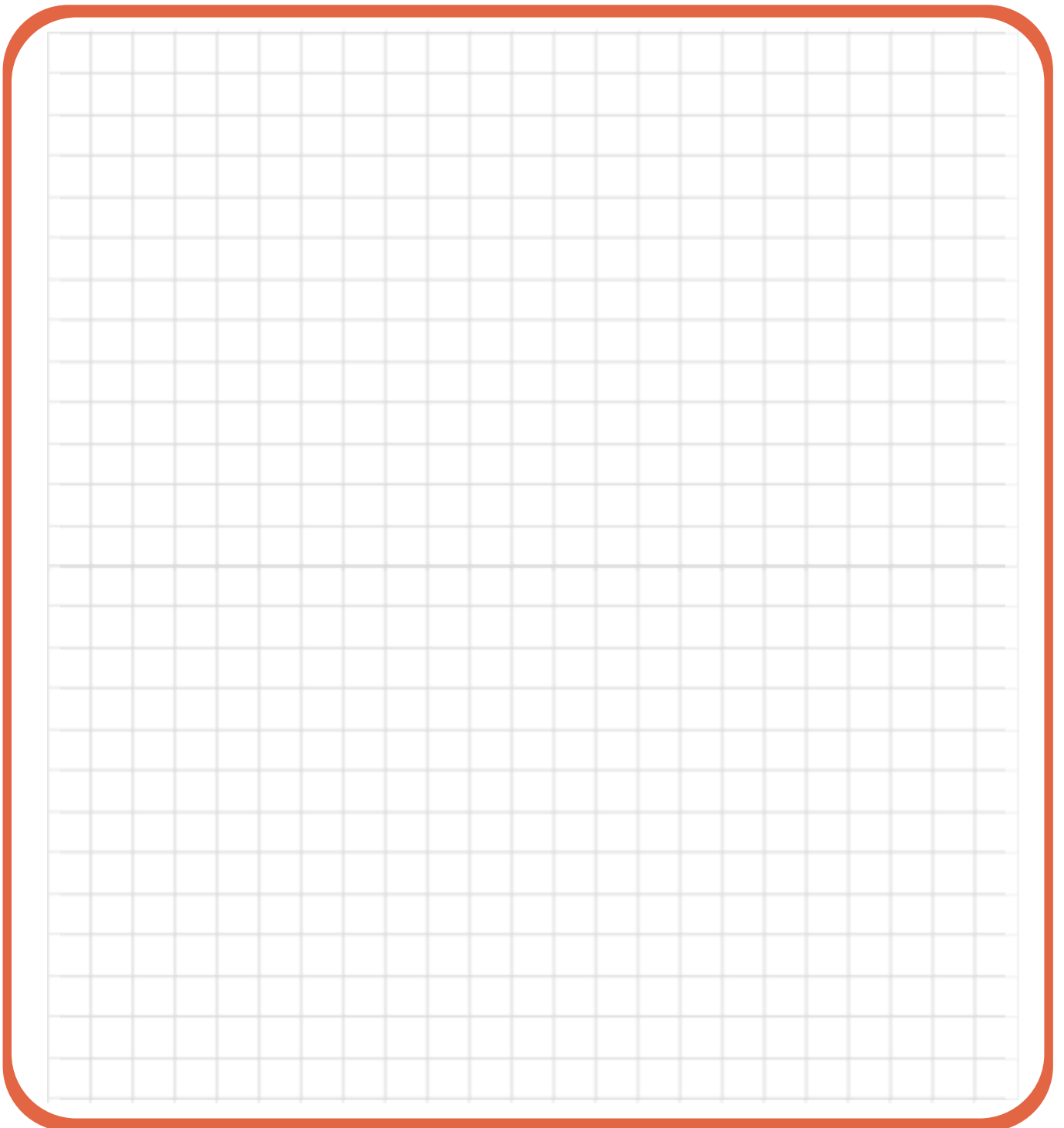
Activity 4

In this activity we will be exploring level design - using the space provided below create a paper prototype of your game.

It will be helpful to imagine you are viewing your game from one of two ways:

- Birds-eye-view or "top-down perspective"
- As if you were viewing your world from left to right or "side-scroller perspective"

A paper prototype is a test version of your game that can be played with a pen and paper - feel free to cut up this sheet so you can make your character "moveable"!

Activity 4

At this stage in development, we should be able to define what our game is, how it will be played, and who it is for. Answer these questions about your game - use your previous activities for inspiration!

Think back to the start of the week when you created your working title, game elements and concept art. What has changed? Game developers will always work to a brief, so it is important to remember the current Quest.

What is your game called?

....

What is the aim of the game?

....

....

....

Who will be most interested in this game?

....

....

....
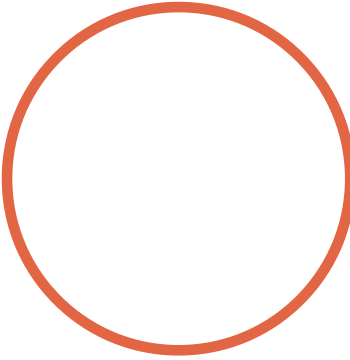
How does this game fit the current Quest?

....

....

....

Activity 5

We already know who will be interested in our game - how do we make sure they see it? Create a persona of a player you think would buy your game.

A persona is an example of your game's audience or "target market" - the players around the world who you think will really enjoy your game. If you can define them, it will be easier to share your game with them!

Name:

I like:

....

....

My favourite websites are:

....

Next, draft a social media post that your target market would be excited by.

What snappy language can you use to engage the reader, and what is the perfect image to showcase your game? If you need some help, search for your favourite game studio on social media and use their posts for inspiration.

....

....

Activity 5

This final activity will bring together everything you have learned over the past five days and help showcase your game to the world. Use this template to create a final poster or the front cover for your game.

When creating your poster, imagine you are somebody who has never heard of your game before. What parts are most important to show, and how do you grab their attention?