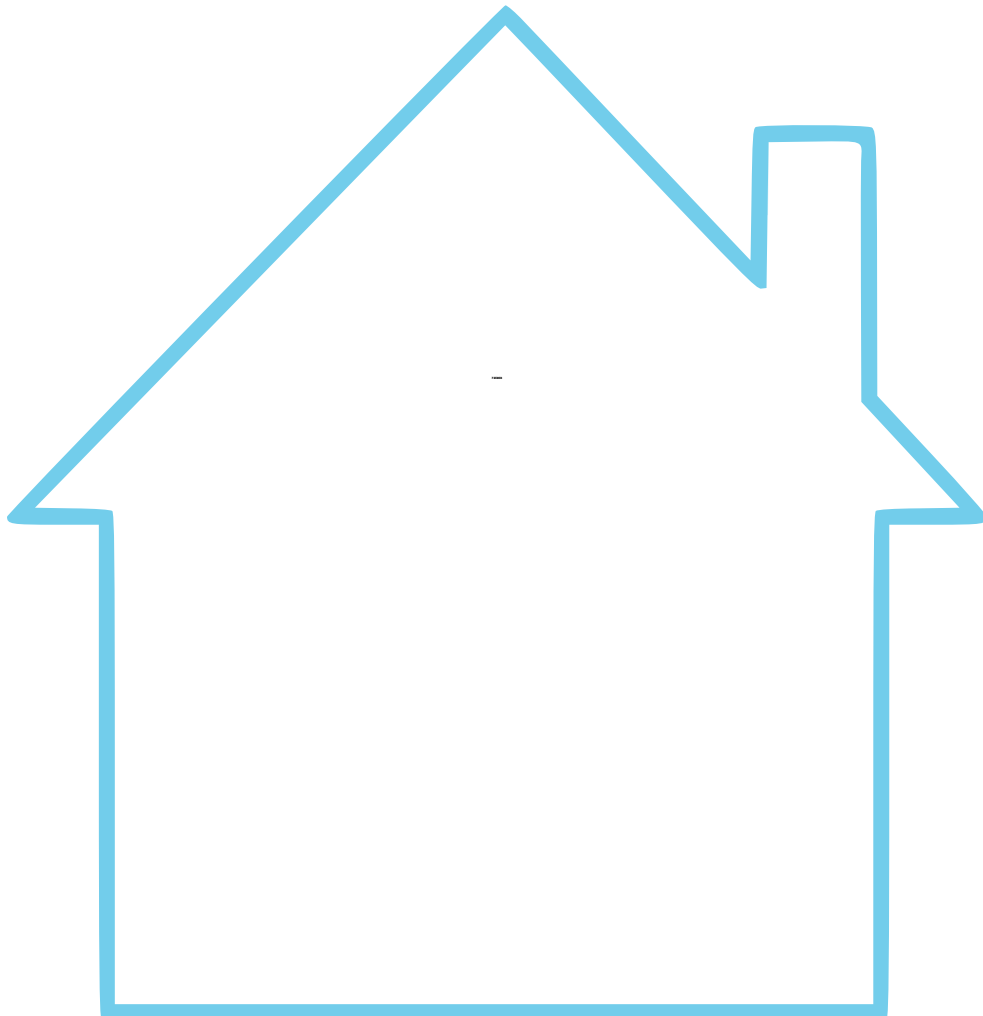


This week you'll learn about game design. But what exactly is a game? Look at the list of activities below. Circle the ones that you consider to be games and put a line through the ones that are not games.

**GARDENING**  
**SUDOKU**  
**JIGSAW PUZZLE**  
**GYMNASTICS**

**WORLD OF WARCRAFT**  
**CANDY CRUSH**  
**RISK**  
**TENNIS**

Practice your creativity by drawing your favorite game as a house.

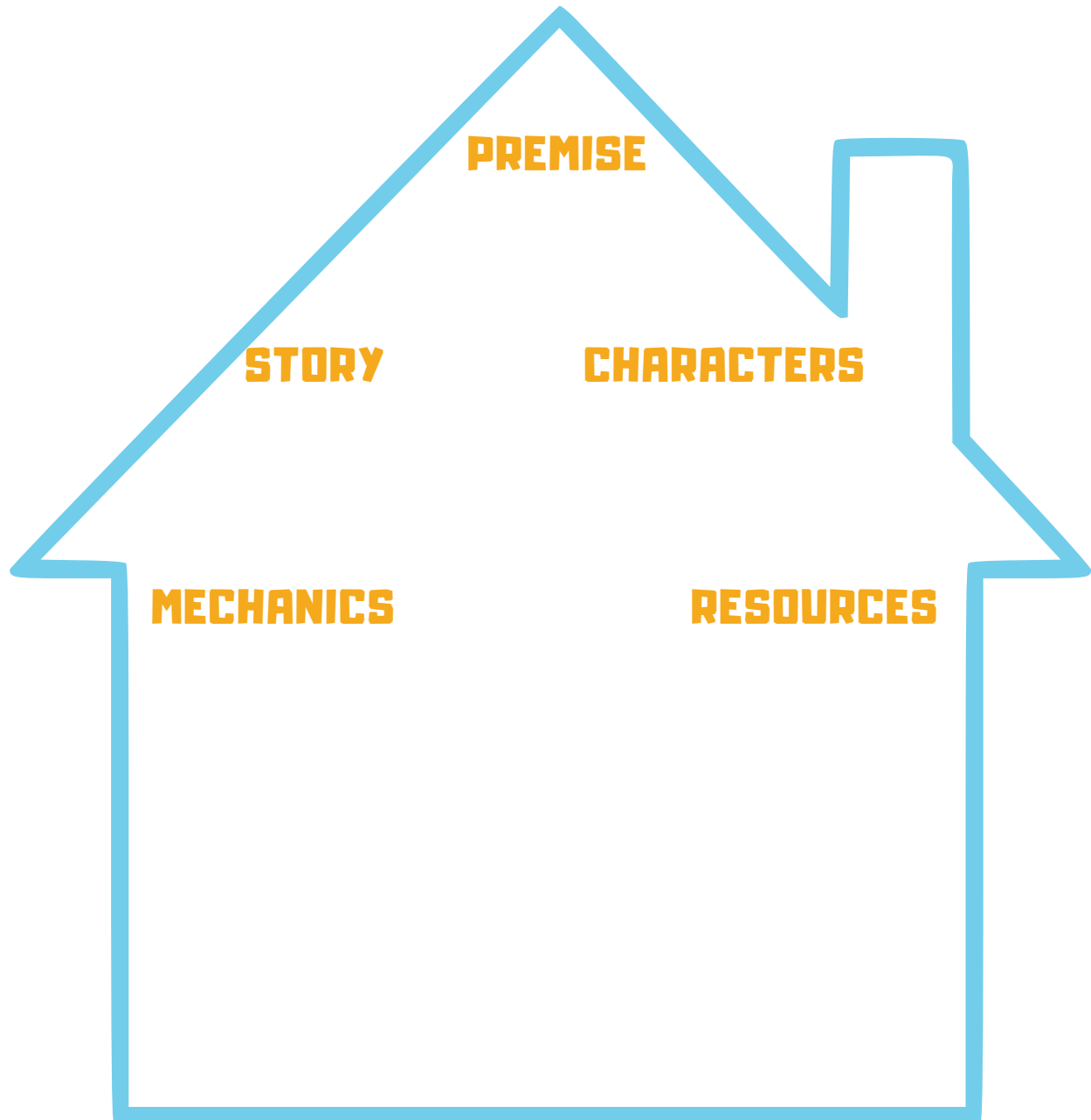


# What is a Game?



Analyze the elements of a game you've played recently to earn your Level 1 Pendant.

**ANALYSIS OF \_\_\_\_\_**

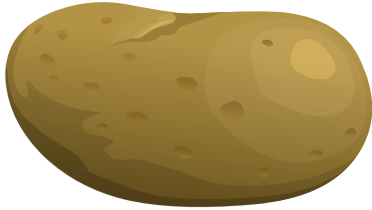


Explore more: Watch Game Maker's Toolkit describe what game designers do and how to become one  
[youtube.com/watch?v=PMXf0e8n2Oc](https://youtube.com/watch?v=PMXf0e8n2Oc)

# Level Up

Here's an analysis of the Shapeshifter example escape game.

## ANALYSIS OF HOT POTATO



### PREMISE

Pass around a potato until  
one player is left

### STORY

Someone cooked a potato.  
It is hot

### CHARACTERS

People who have a potato

### MECHANICS

Procedure:

- pass the potato while the music is playing
- the person holding the potato when the music stops is out

Rules:

- you must keep passing
- you cannot throw the potato

### RESOURCES

- potato
- music
- time

# Example