






Game Design

Your Mission: You are world-builders. Using digital tools, story, and systems, your task is to create a playable game that sparks curiosity, strategy, and fun. Every mechanic you design teaches players how your world works.

Pre-Visit Activity

Mission 1: Recruit Training	10 mins	Watch and reflect: How to Get Into the Games Industry – Top 5 Tips Discussion: <ul style="list-style-type: none"> What surprised you most about careers in games? Which role (designer, programmer, artist, marketer) would you enjoy?
Mission 2: Character Origins	20 mins	Hands-On Story writing <ul style="list-style-type: none"> Write a short backstory for your main character: <ul style="list-style-type: none"> What motivates them? What unique ability do they have? What challenge are they trying to overcome? Bonus: Sketch your character to help visualise them.
Mission 3: Level Blueprint	30 mins	Design Your World <ul style="list-style-type: none"> Choose a theme:  Castle  Volcano  Forest  Ice Cave  Space Other Draw a top-down map showing on graph or blank paper: <ul style="list-style-type: none"> Start Point (where the player begins) End Goal (e.g., treasure, exit door) Paths (corridors, bridges, tunnels) Obstacles (traps, enemies, locked doors) Interactive Elements (buttons, keys, platforms) Label Key Features and write notes next to each part: <ul style="list-style-type: none"> “Platform falls slowly after you land” “Enemy patrols this hallway.” “Player must jump across platforms here.” Reflection: <ul style="list-style-type: none"> What makes your level fun or interesting? How does the player know where to go? How different would your next level look like?

Post-Visit Activity

Cadets, Innovators, Creators - your mission at Yarra Ranges Tech School was just the beginning. Every great expedition has a debrief - a chance to reflect, analyse, and extend what you've learned into new ideas. Back in your classroom, you'll step into the role of future thinkers and problem-solvers. Your job is to:

- Investigate what you discovered during the program.
- Apply your new knowledge to fresh challenges.
- Create something that shows how your learning connects to the wider world.

This is your chance to level up your skills - to turn a single Tech School experience into a springboard for future opportunities, projects, and careers.

Mission Status: Incomplete

Next Objective: Reflect, remix, and reimagine.

Hook	10 mins	Kahoot: AAA Game job positions
Mission 4: Studio Pitch	20 mins	Create the Hype Option 1: Poster - advertise your game with a catchy tagline. Option 2: Trailer - make a short video teaser using Canva, CapCut, or TikTok. Option 3: Elevator Pitch - 60-second live pitch with 1–2 visuals.
Mission 5: Reality Check	15 mins	Discussion Questions: <ul style="list-style-type: none"> • Which game studio roles did you unknowingly try out (narrative designer, level designer, sound designer, etc.)? • Which is more important: graphics or gameplay? Why? • How could these skills apply in school or future jobs?
Mission 6: Expansion Pack	20 mins	Next-Level Challenge <ul style="list-style-type: none"> • Work in pairs: swap your levels and give each other feedback (“I liked..., I wish..., What if...”) • Redesign one feature based on their suggestion. • Optional: Use Scratch or Twine to prototype part of your level.
Reflection	10 mins	Discussion: <ul style="list-style-type: none"> • Which roles might they have covered while creating their own games at Yarra Ranges Tech School. • Did creating a backstory for their game help the process of building their own game? • Which is more important? Presentation (graphics) or gameplay? • How can we implement these new skills in our current studies?