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**GRADUATE SCHOOL OF TECHNOLOGY**



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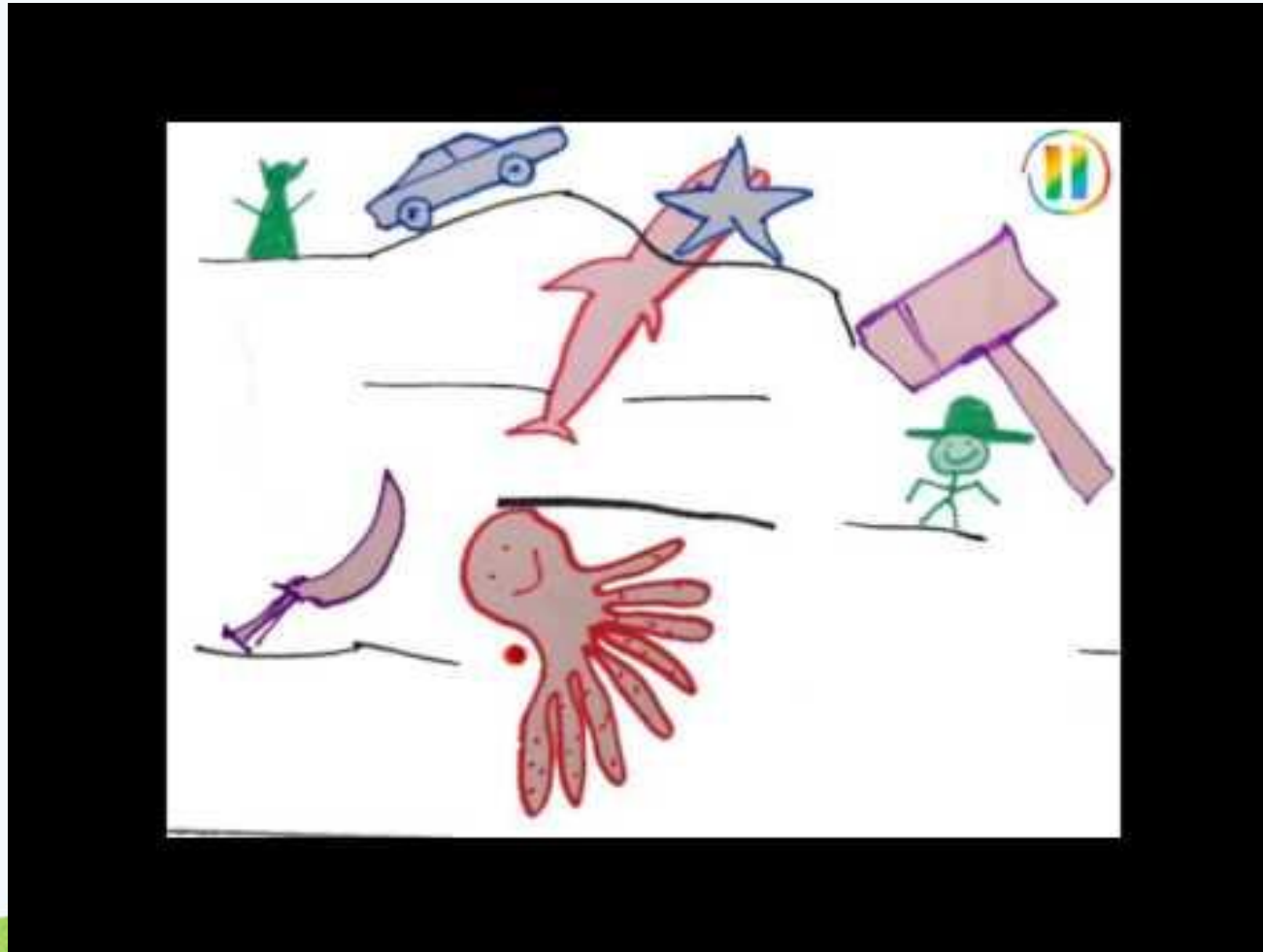
# Draw Snap Play!

An Introduction to Video Game Design  
June 19, 2018

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## What is Doodlematic?







# DOODLEOMATIC

 DRAW

 SNAP

 PLAY

 SHARE

MAKES  
LEARNING

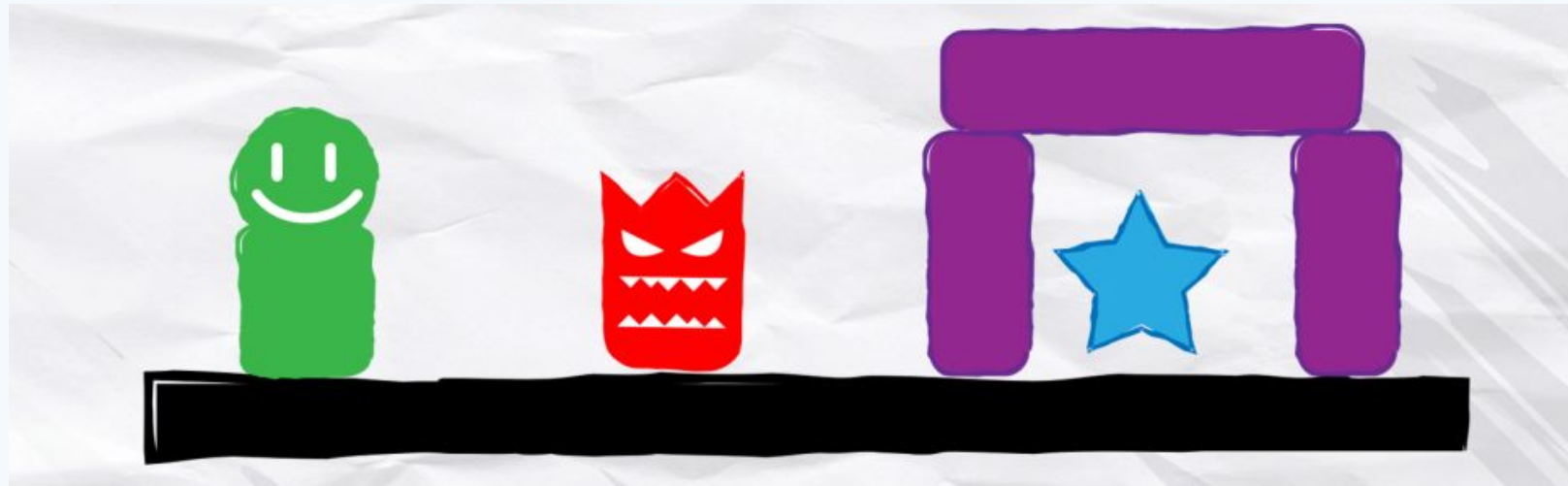
FUN!

DESIGN, CREATE AND PLAY GAMES

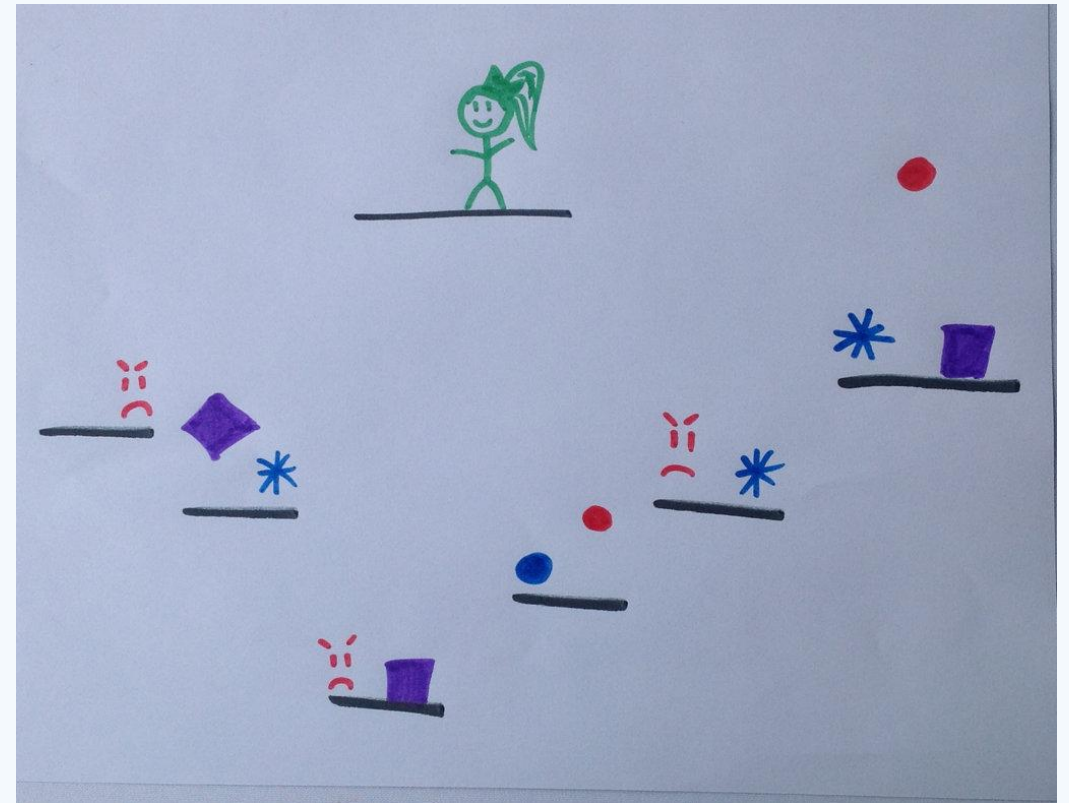
## Have you ever wanted to make a video game?

With Doodlematic, it's as simple as:

- DRAW
- SNAP
- PLAY











# GET TO THE GOAL



**GREEN  
PLAYER**



**RED  
AVOID**



**PURPLE  
MOVES**



**BLUE  
OBJECTIVE**



**BLACK  
FLOOR  
AND WALLS**

**EXAMPLE 1**

**WITH  
GRAVITY**

**SINGLE  
CHARACTER**

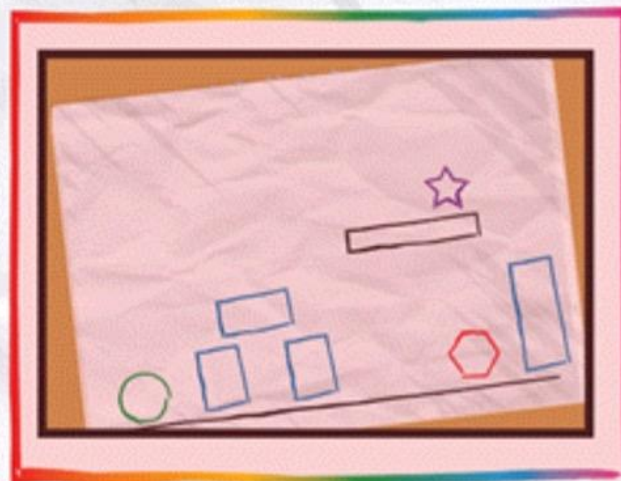


The colors determine the game object type:

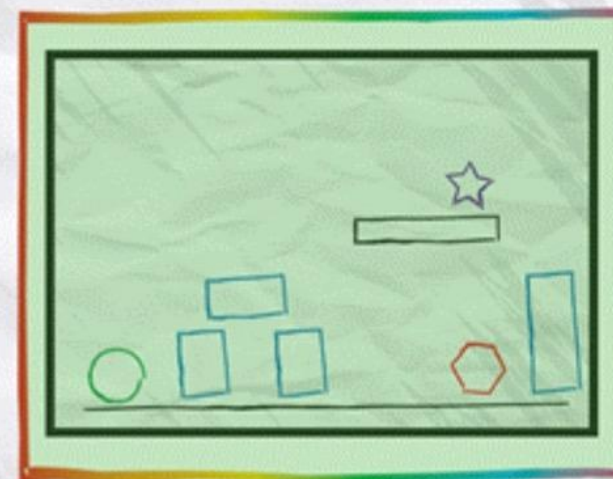
Color	What it means	Example
Red	Hazard (Avoid)	
Green	Player (Avatar)	
Blue	Goal (Collectible)	
Black	Walls & Floor	
Purple	Physics (Movable)	



**LINE UP YOUR PHOTO SO ONLY  
YOUR IMAGE IS IN THE BOX**



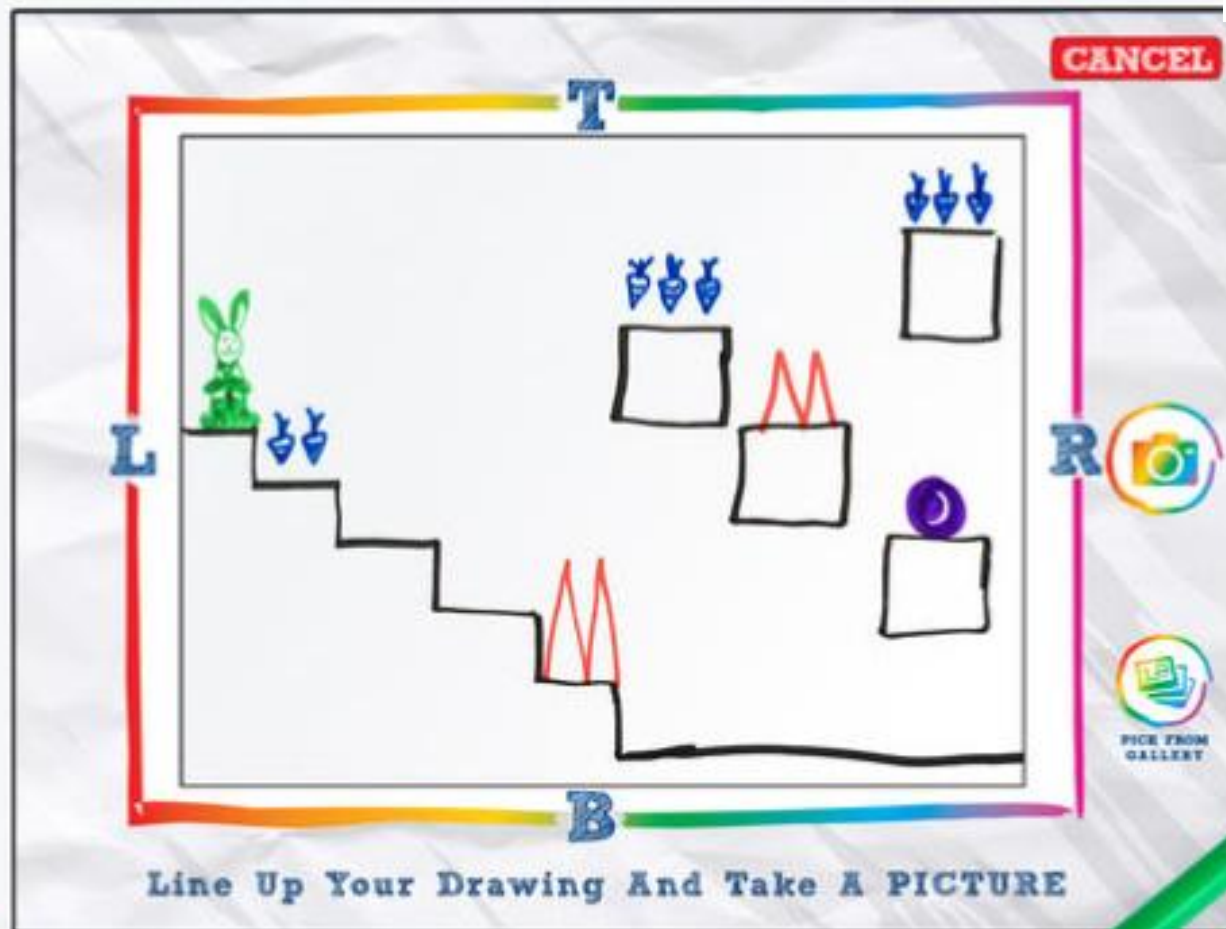
**WRONG**



**RIGHT**



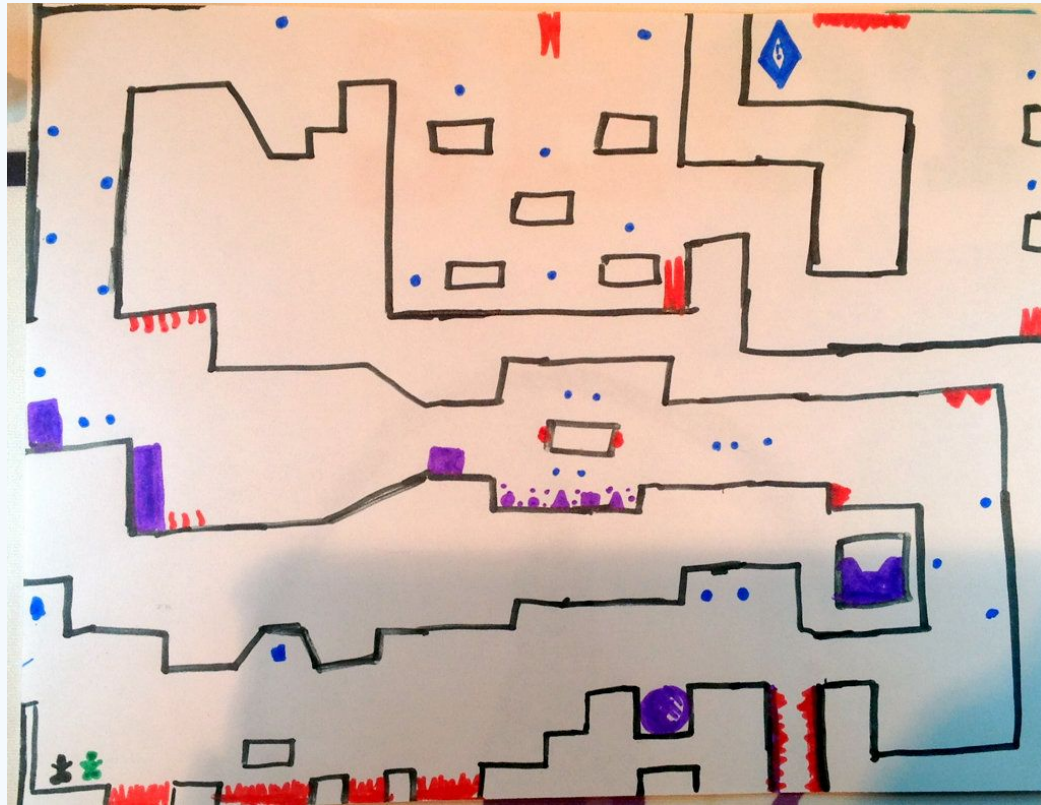
**MAKE SURE TO TAKE YOUR  
PHOTO IN A WELL LIT AREA  
AND AVOID SHADOWS ON YOUR PICTURE**



**DRAW THE GAME YOU WANT TO MAKE, SNAP A PHOTO  
AND INSTANTLY EXPERIENCE YOUR CREATION!**



## Get to the Goal:



## Super Sling Shot:





# DOODLEMATIC

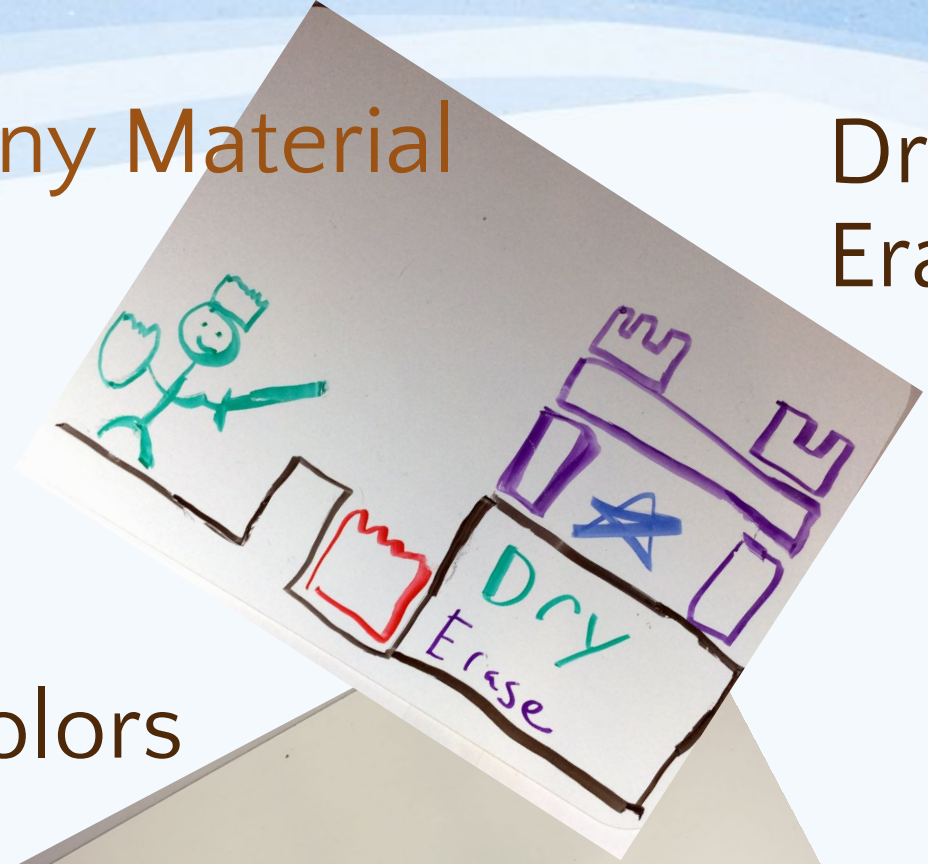
Use Any Material

Dry  
Erase



Colored  
Paper

Any Solid Colors



Foam



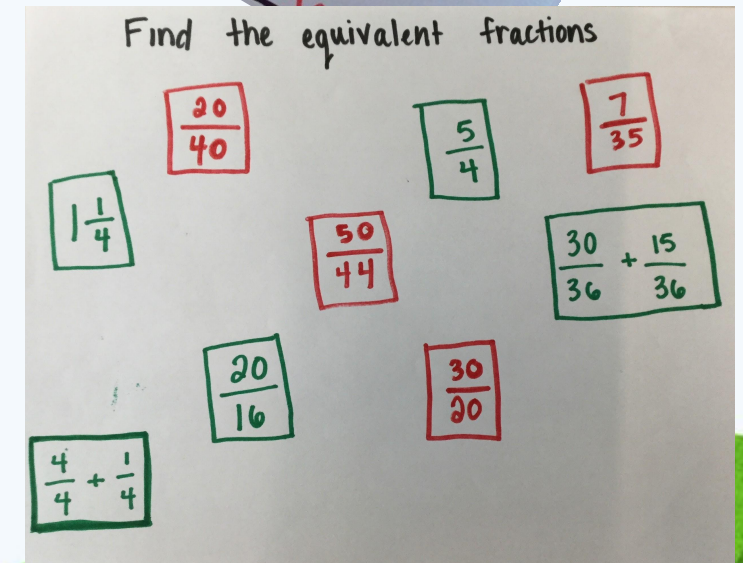
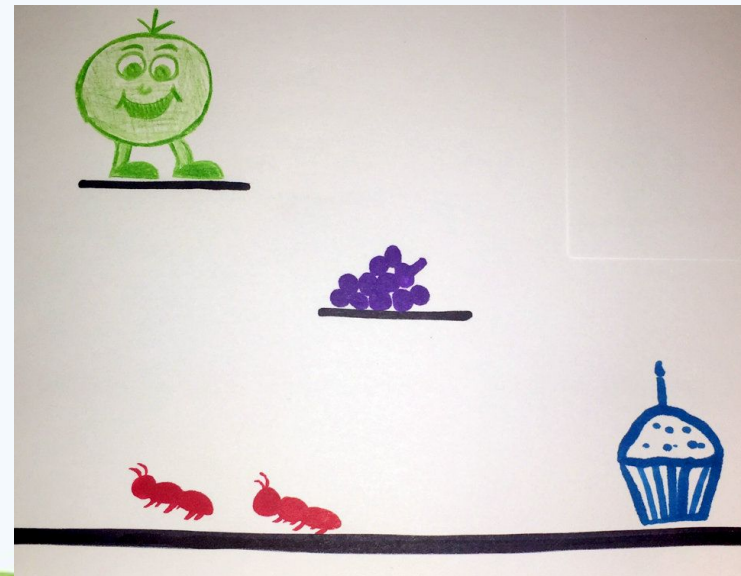
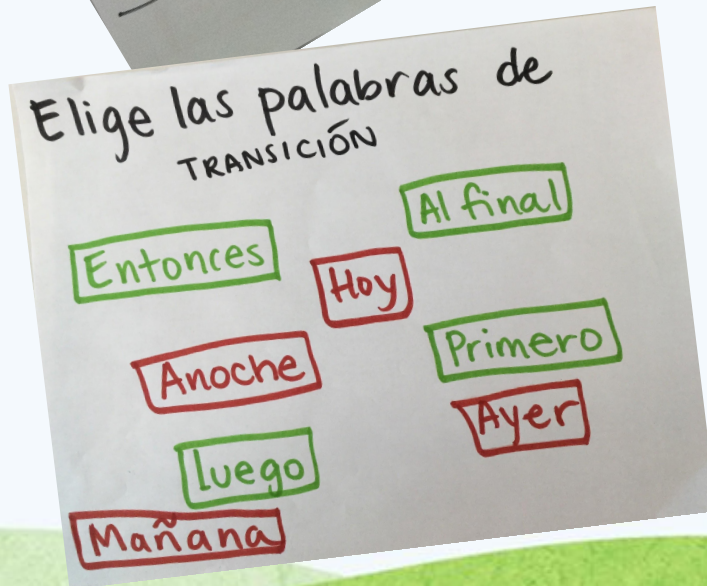
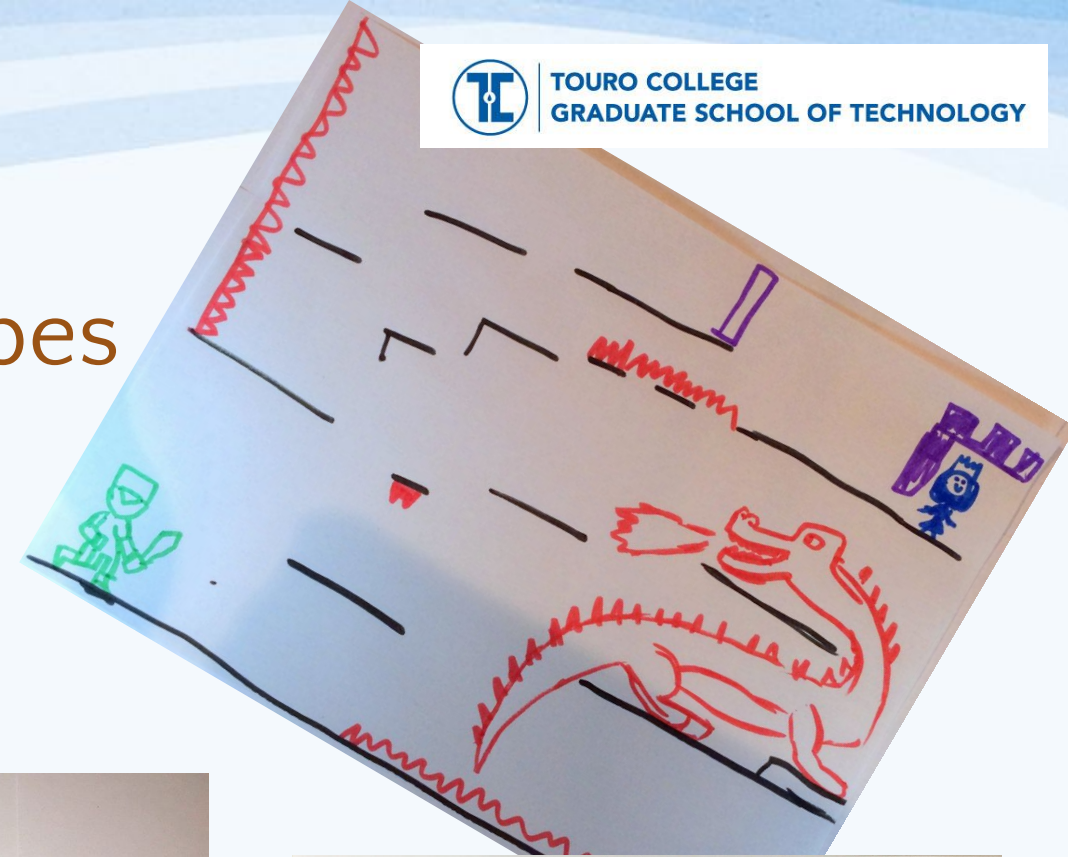
Clay,  
Plastic Toys



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## Different Game Types





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# Let's Make a Game!





# DOODLEMANIC



Walls and Floors



Collect



Player



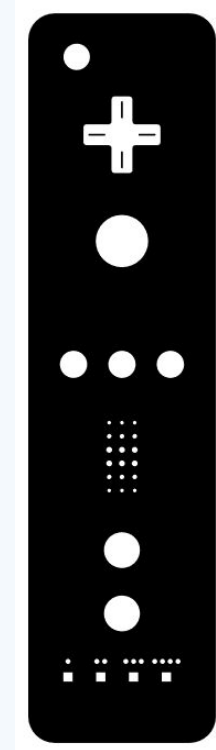
Moveable



Hazard

## Level Game Design Tips:

- 'golden rule' of level design : *not too hard / not too easy*
- Be creative: try to tell a story with the game components
- Make sure the *player* is big enough to jump gaps, and small enough to fit in holes
- Don't add too many *enemies*
- If your level doesn't work, edit it, add to it and retake the photo!







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## Level Game Design Iteration:

Use Doodlematic Game Engine *PowerUps* to:

- Turn Gravity Off and see what happens to the gameplay
- Shrink and / or Move Game Objects to improve gameplay
- Add movement (rotational spin) to add interest



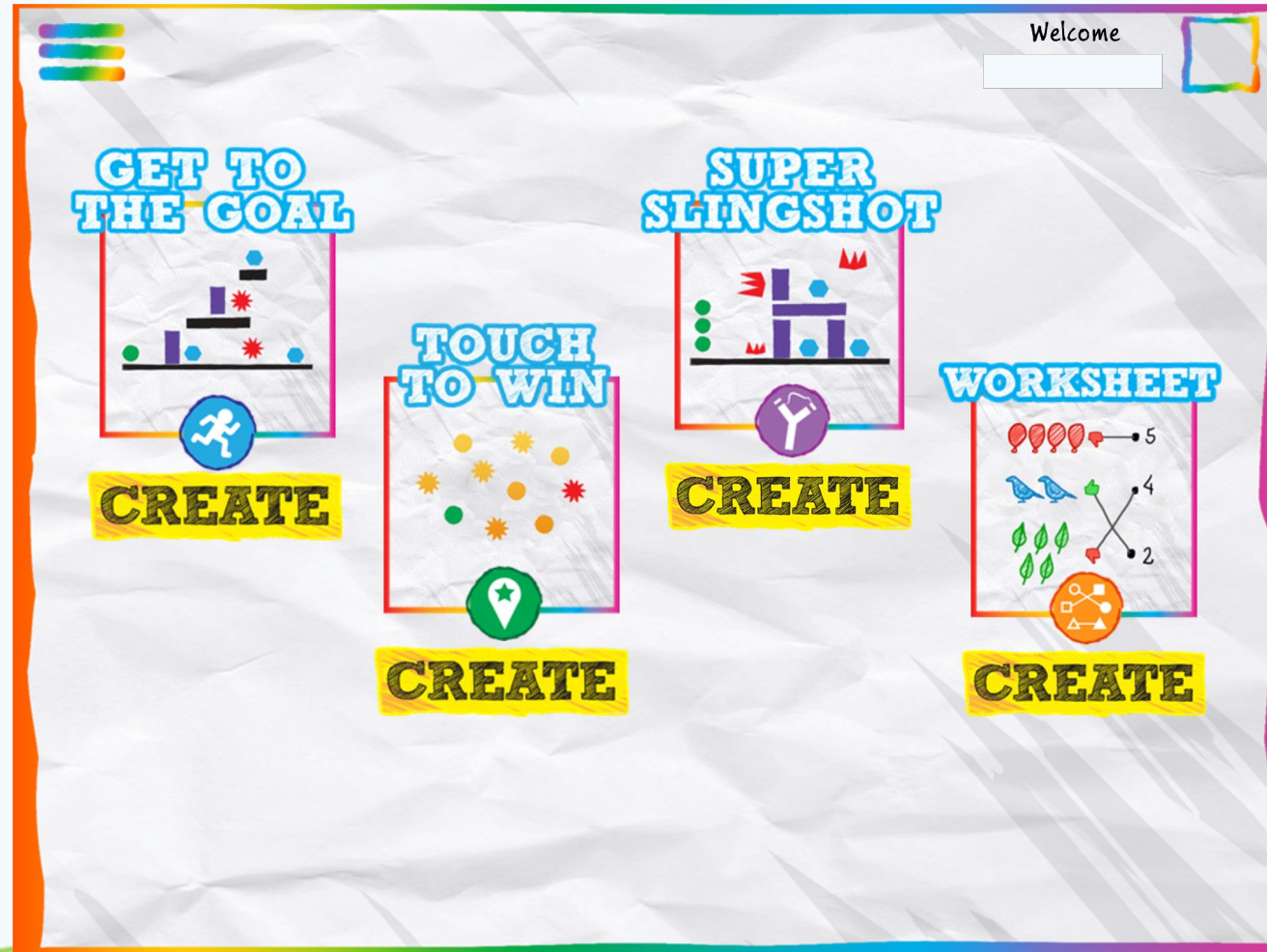


After your game is drawn, click **CREATE** in the Doodlematic app

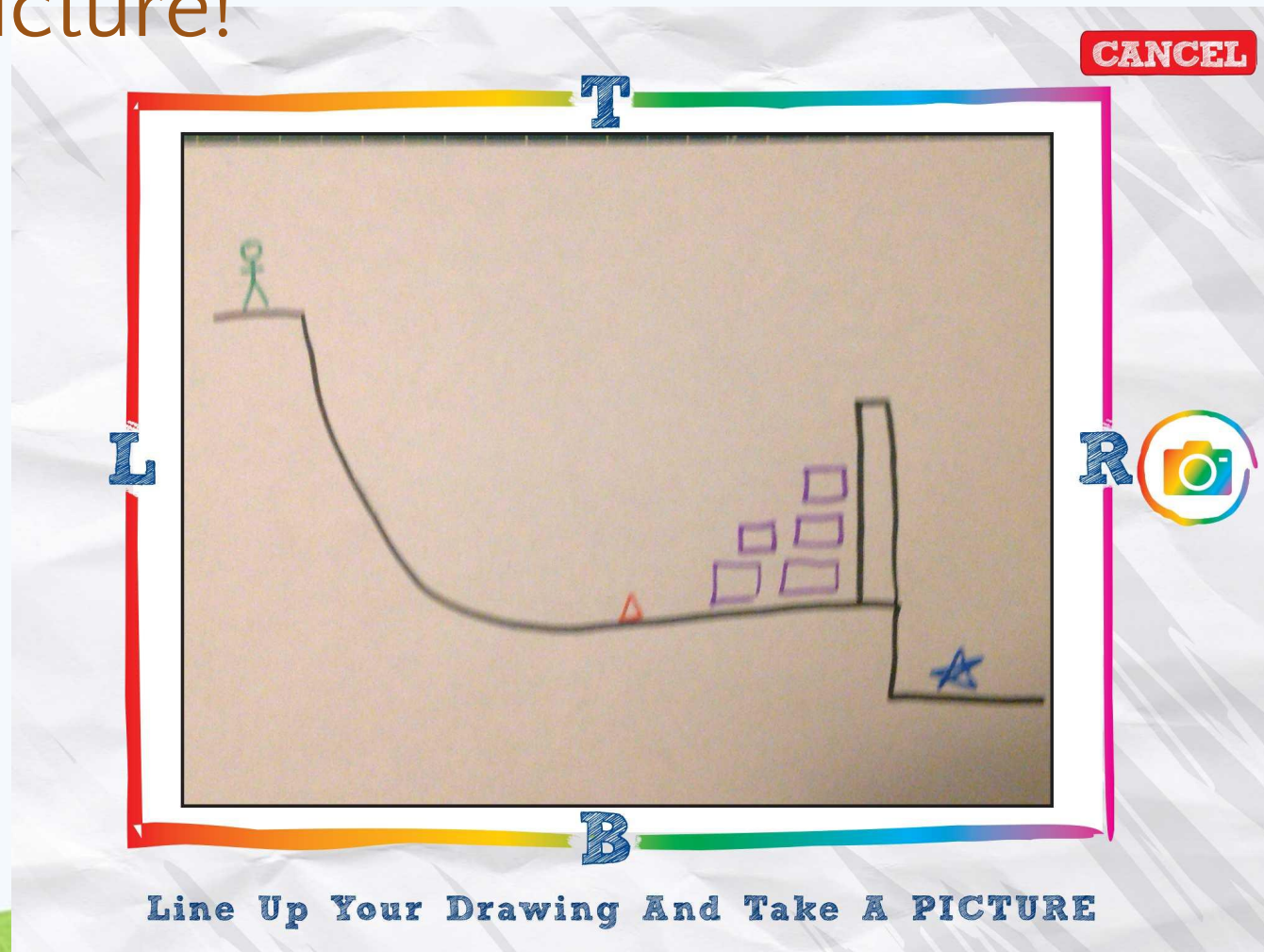




Select one of four game types:



Remember to line up your paper carefully, and take a picture!







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Game will show up in “My Games”. Click it to play!





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## What Students say about Doodlematic:

“It’s super fun, and interactive!”

“I never thought I could create a video game from a drawing.”

“So easy to make a video game!”

“You get to be creative and make any kind of game”







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## What Teachers say about Doodlematic:

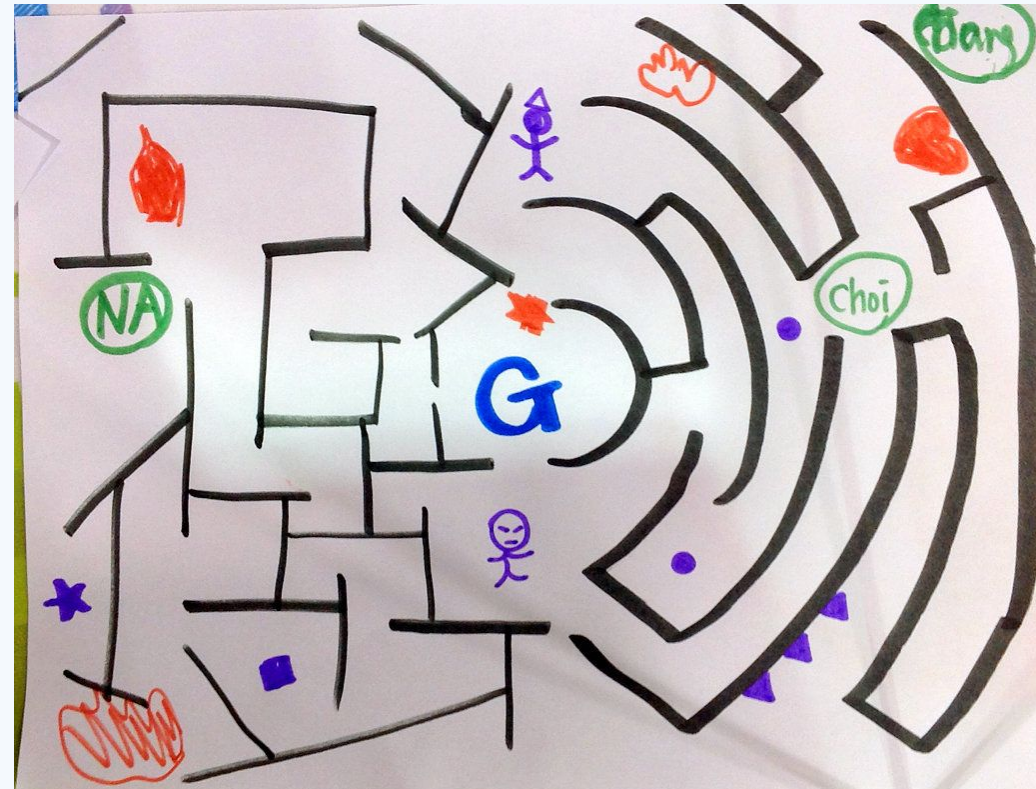
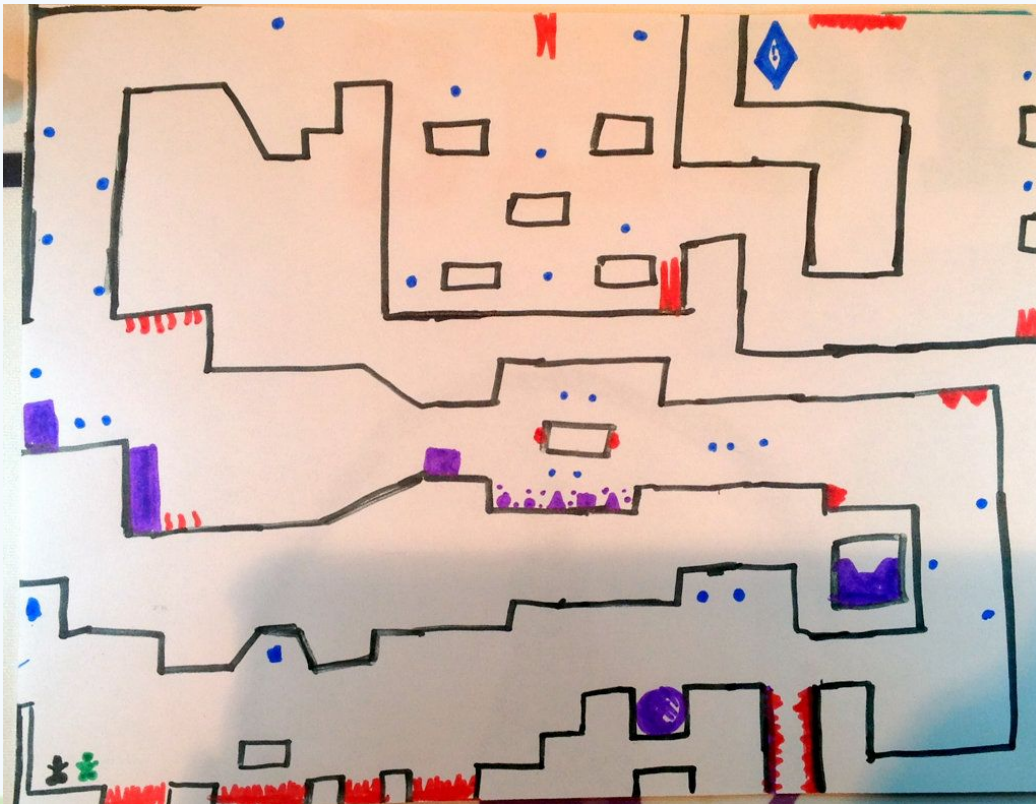
“Doodlematic is engaging for all types of students and naturally differentiates itself based on their motivation and interests.”

“Makes game design accessible to all students.”

“Perfect STEAM integration!”





Take game design to the next level using  
Doodlematic!









3x3=



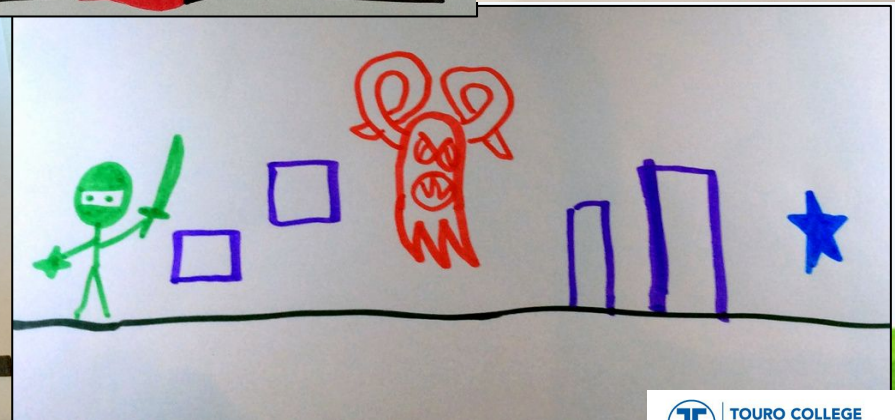
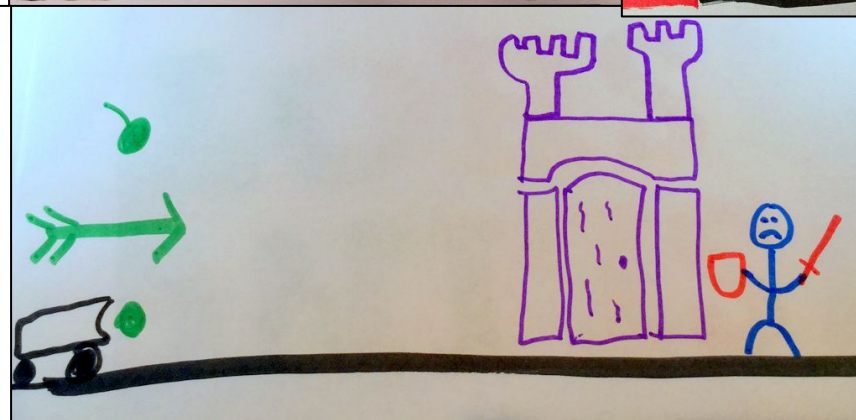
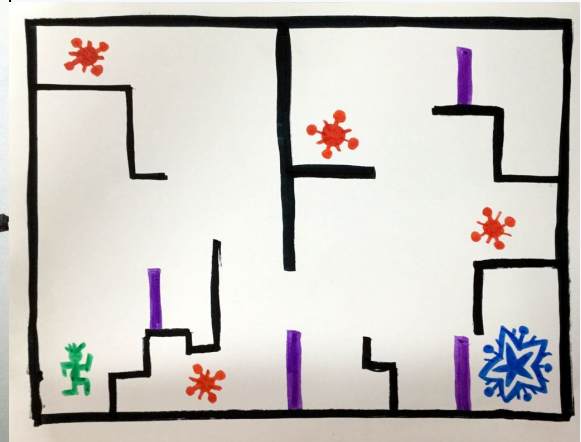
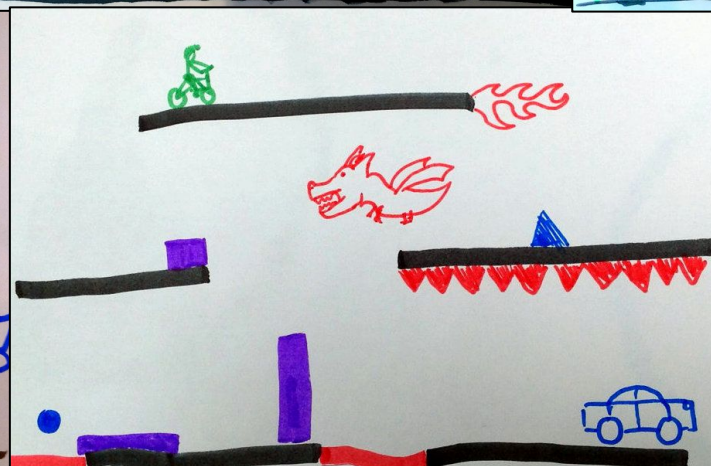
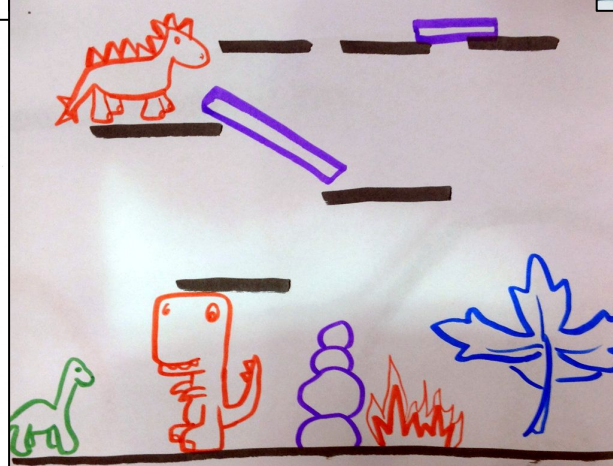
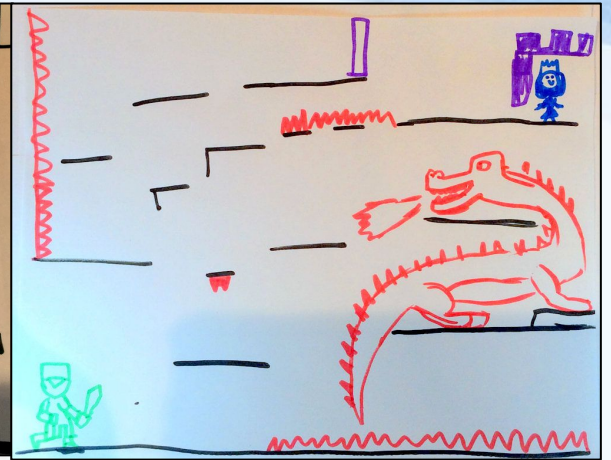
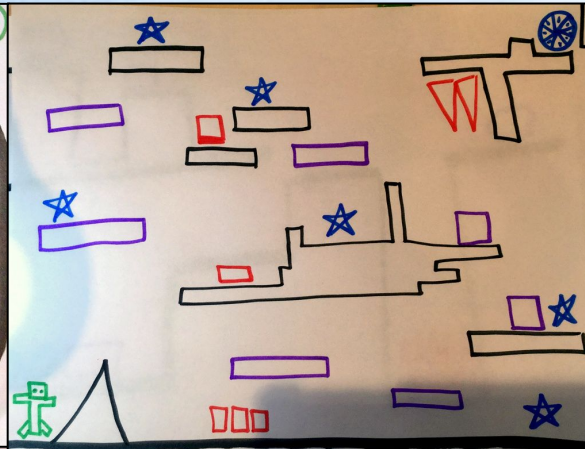
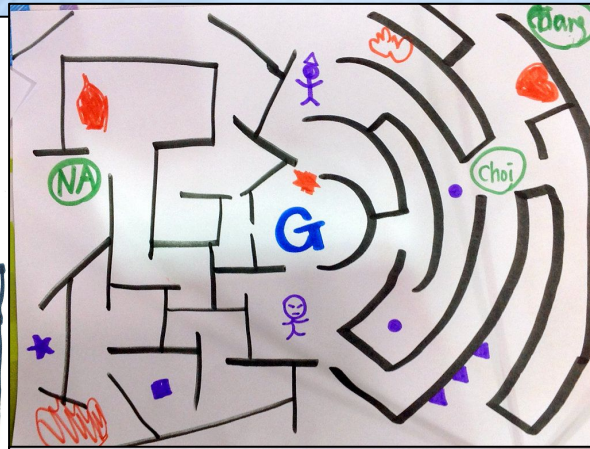






10  9  8

A collection of hand-drawn shapes and a smiley face. The shapes include a red triangle, a green square, a red octagon, a green square, a green square, and a red rectangle. The smiley face is drawn with a red circle, two dots for eyes, and a curved line for a mouth.





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