Unit 5: Plotting a path

Content Area: **Language Arts Literacy**
Course(s):
Time Period: **January**
Length: **6 weeks**
Status: **Published**

Enduring Understandings

- Game development is a billion-dollar business.
- The rise of independent game developers has empowered just about anyone to tell a story.
- The same themes present in literature manifest themselves in video games.
- Game development is not easy, but a successful game can make a career.
- Video games present the unique opportunity to tell unorthodox stories.

Essential Questions

- How can we tell a video game story with a beginning, middle and an end?
- What do I need to communicate to excite people about my video game idea?
- What is the path a video game takes through development?
- Would people want to play my game?
- What are the common traits of successful games?
- (How) can I get my video game made?

Content

Skills

- Anticipate narrative needs.
- Write an original narrative designed to be played.
- Identify and understand types of stories in video games.
- Practice storytelling.
- Organize and outline an original narrative.
- Plan and prioritize story and requisite elements.
- Explore a narrative arc.
- Create video game art, etc.

Resources

Potential Works of Study

- *Indie Game: The Movie*
- *SuperMeat Boy*
- *Fez*
- *Braid*
- *PaRappa tha Rapper*
- *Splatoon*
- *Super Mario Maker*

Standards

W.11-12.3, 4-5

RL.11-12.5,7