

January

L.O.: I can develop design criteria for a buzzer game.

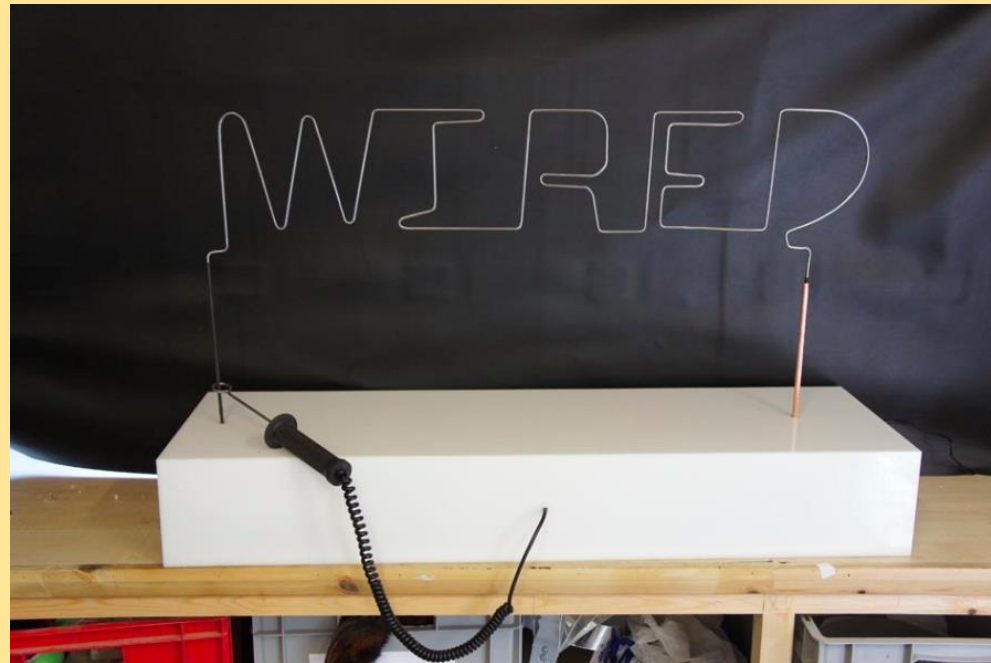
In Design Technology this term we will be designing and building our own buzzer game.

A buzzer game is a game of skill that requires players to move a piece of metal around a course. If the players metal touches the course, a buzzer will sound informing the player they have lost.



This game has been packaged in lots of different ways.

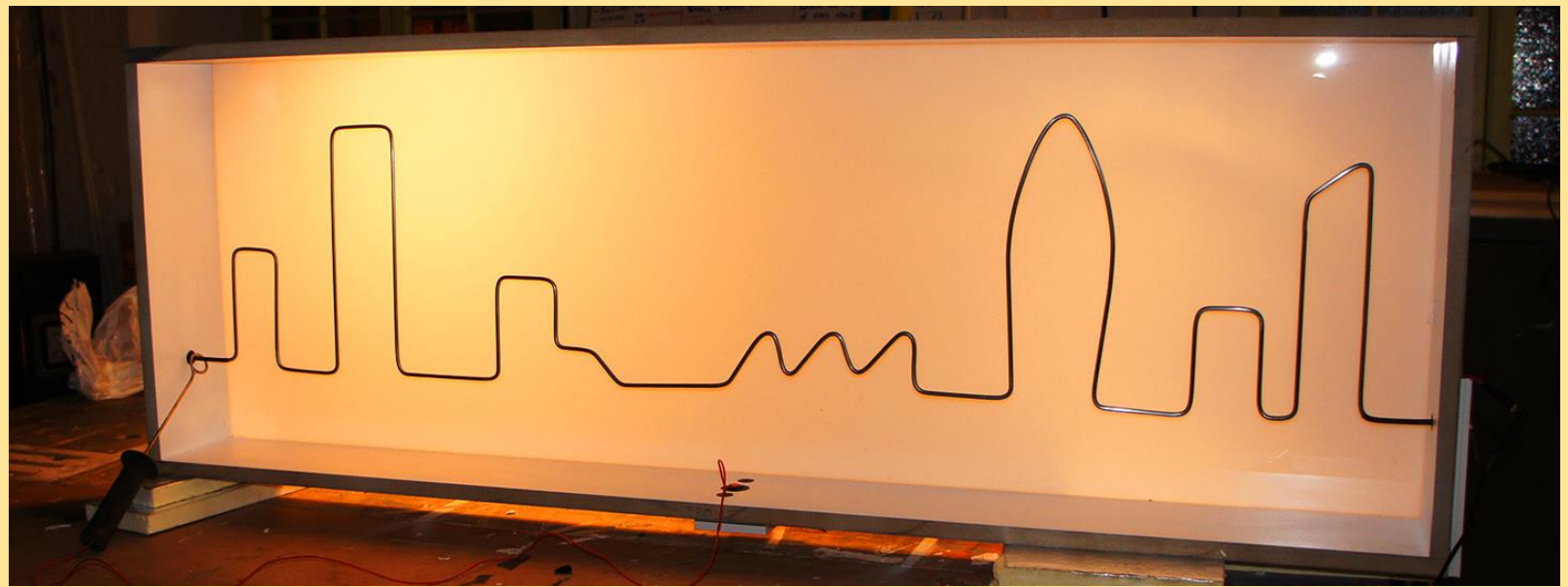
The aim of today's lesson is to research different designs of buzzer games and to create design criteria needed to make a successful game.





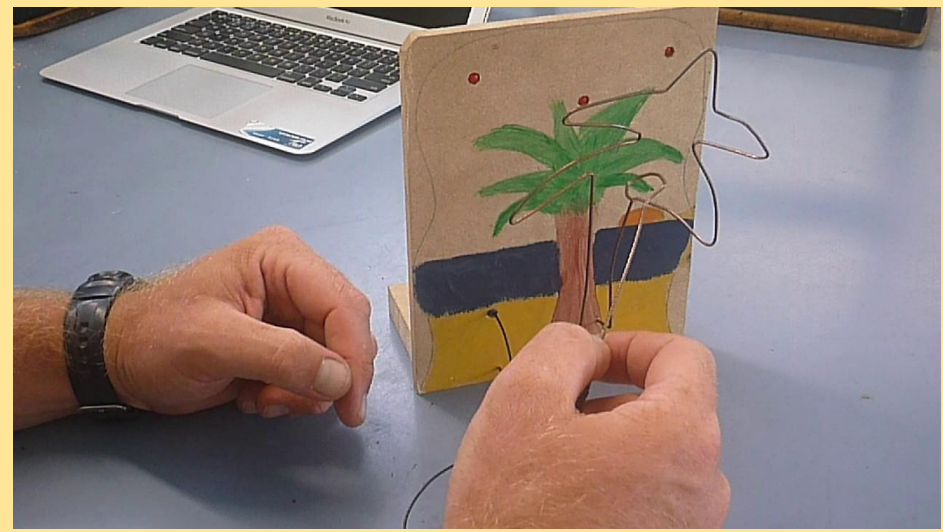






Look at all the different designs for the same type of game.









Even though all the games follow the same format, they have different ideas to make them interesting.

What topic or theme could your game have?

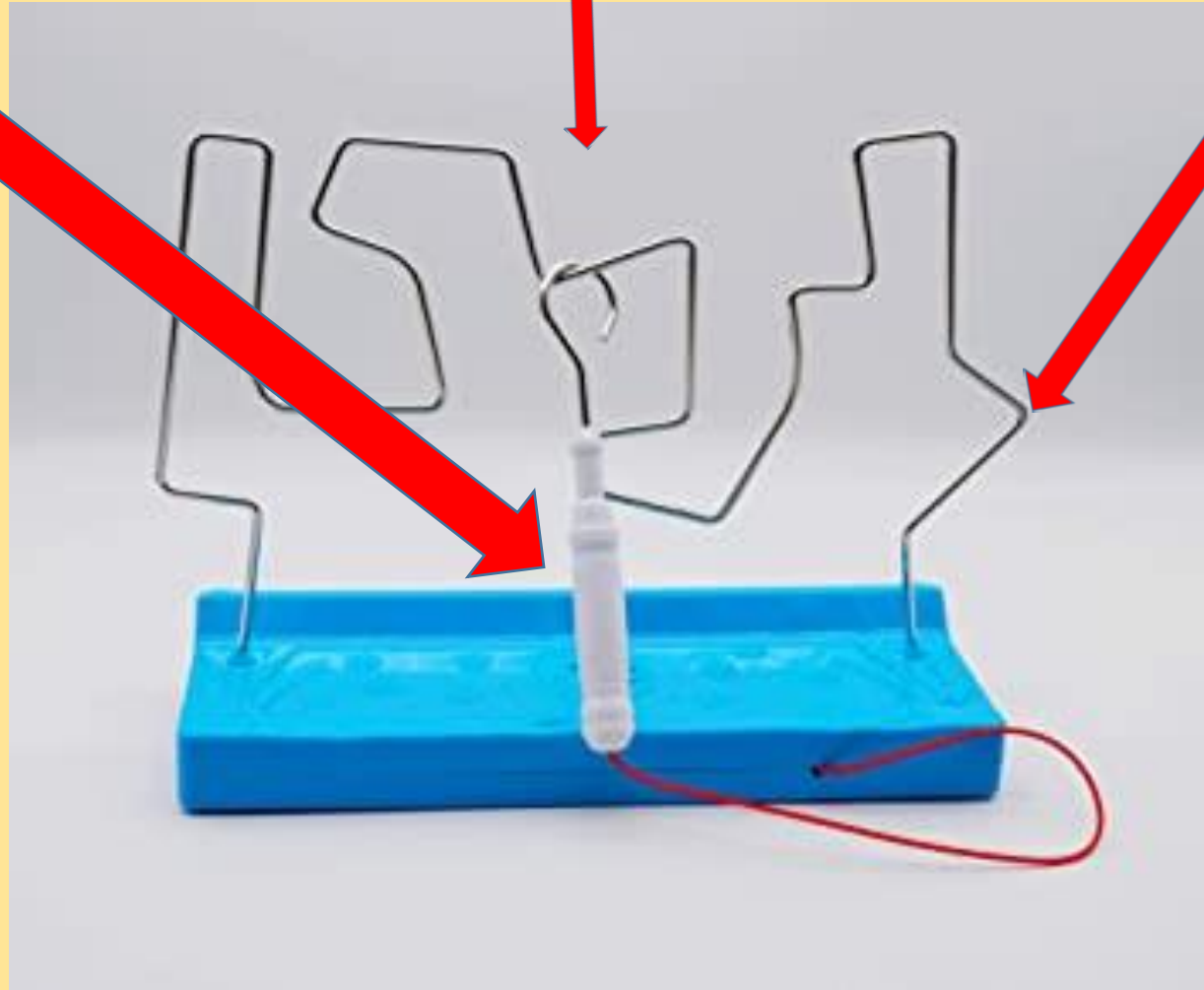
What could the shape of the course be? What could the metal you hold be?



The background could be stars and planets to give it a real space theme.

This could be made to look like a space ship

The course could be the route for the space ship



Let's think about the success criteria for your design.

What must your game be able to do?

Who is the target audience?

What will make your game stand out?

Task 1 :

Write your own Success Criteria list for your game.