

Objective

By the end of this lesson, Lincoln will have a better understanding of game design principles and storytelling through his favorite game, Doors on Roblox. He will also create a simple game concept inspired by Doors that includes characters, settings, and challenges.

Materials and Prep

- Computer or tablet with Roblox access
- Paper and pencil for notes and sketches
- Access to Roblox Studio (optional for later exploration)
- Basic understanding of how to navigate Roblox and play Doors

Activities

• Game Exploration:

Start by playing Doors together. Discuss the different rooms and challenges Lincoln encounters. Ask him to identify what makes the game exciting and scary.

• Character Creation:

Have Lincoln design his own character that would fit into the Doors universe. He can draw the character and write a short backstory about them.

• Room Design Challenge:

Lincoln will create a concept for a new room in Doors. He should think about what challenges players would face in this room and what makes it unique.

• Storytelling Session:

Encourage Lincoln to come up with a short story that connects his character to the new room he designed. This will help him practice narrative skills.

Talking Points

- "What do you think makes Doors so fun to play? Is it the scary parts, the surprises, or something else?"
- "Can you describe your favorite character in Doors? What do you like about them?"
- "When you think about the rooms in Doors, which one do you find the most interesting? Why?"
- "What kind of challenges do you think would make a room exciting? Let's brainstorm some ideas!"
- "Why do you think storytelling is important in games? How does it make the game better?"
- "How does your character fit into the world of Doors? What makes them special?"
- "If you could add one new feature to Doors, what would it be? How would it change the game?"
- "What tools do you think game designers use to create games like Doors? Would you like to try making your own game someday?"
- "How do you feel when you play scary games like Doors? What emotions do you think the game designers want you to feel?"
- "What have you learned today about game design and storytelling? How can you use this knowledge in the future?"