

What makes A Game?

The main **components** of designing a game are:

1. **Graphics**-the visual presentation of the game
2. **Game Mechanics**-elements the player is actually engaged with in the game
3. **Audio**-the additional feedback. The Core of a game is the Game Mechanics.

Where do you begin when designing a game?

The Design Process: Anything can inspire a game: life, TV, Movies, emotions can inspire a game. All these things can inspire the elements in a game. Explore a lot of options. If it can work on paper, it can probably work on screen. Copying from the classics is a great way to learn. Drawings help visualize game play scenarios-making paper prototypes.

Game design is an art and science-play games so you get ideas and it helps to study other designer's methodsPatience -You will probably fail more times than you will succeed and that is normal.

Learn from your design choices and Don't give up. Games are fun and awesome.