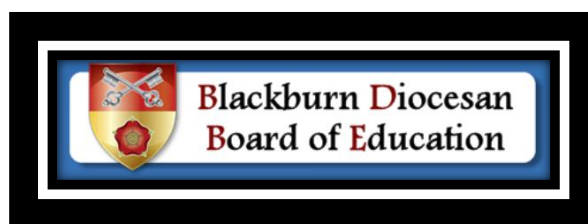# Games Design Workshop

Event Plan Document

BA Games Design - Honours Project – DD3992

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What is Sanctuary?

Sanctuary is a youth event that is held in Blackburn Cathedral in February each year. The event is held on a Friday evening, and runs from 7:30pm to 6:30am. There are a number of workshops in the first half of the night, which discuss and explore ideas on faith and what Jesus Christ means for teenagers today.
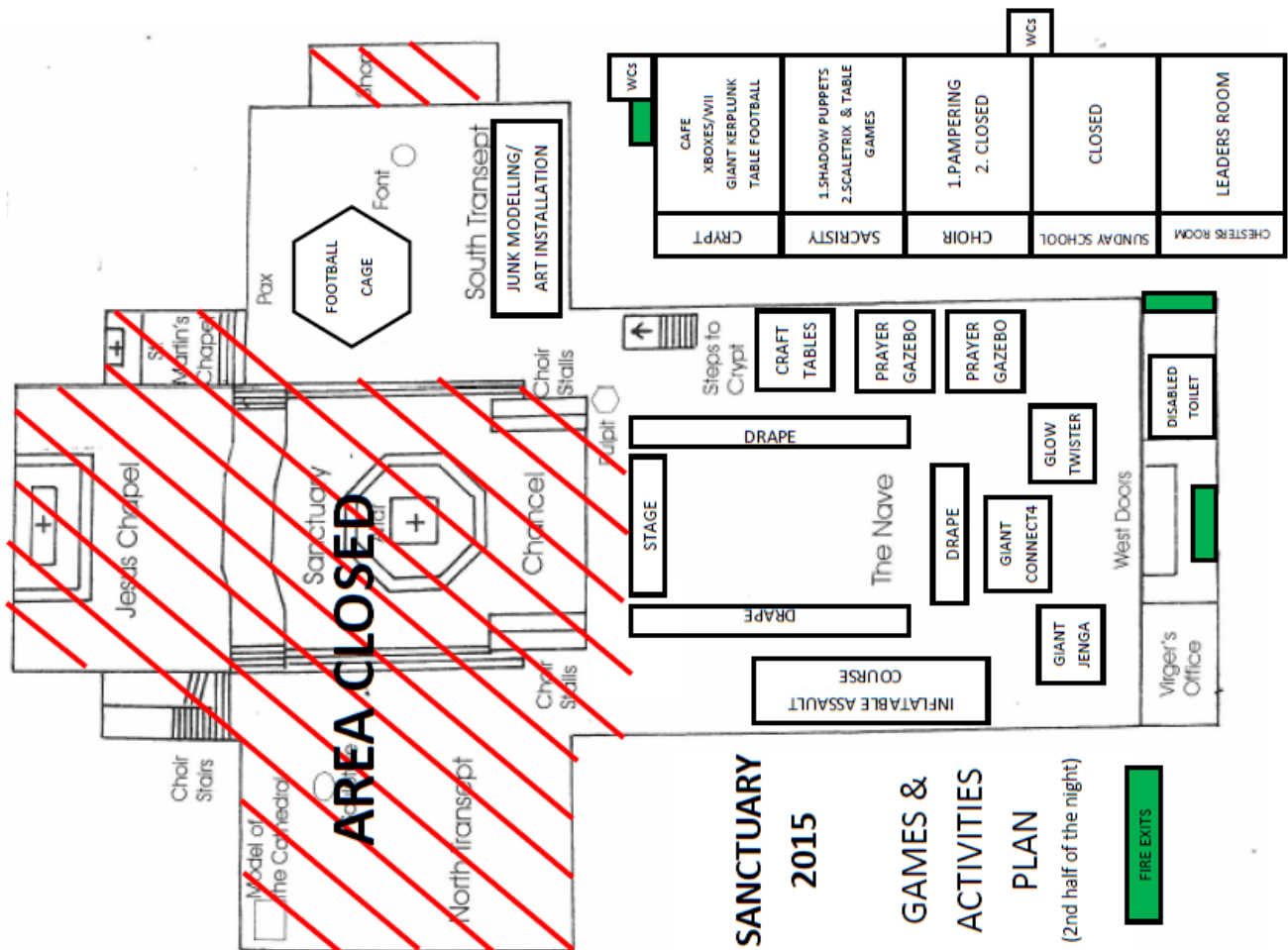
During the second half of the night, there are a number of games and activities available, including inflatables, games consoles, football, dance, drama, music, and many more. These activities encourage the young people to interact with each other more, and to just have fun in the presence of God. Half way through the second half is a break for worship together, and the night ends after a much needed breakfast of bacon sandwiches, with a gathering together to finish.

Any artwork, drama, films, music and other such material created through the night is shared with everyone at the various worship times. The night generally comes to a conclusion with a quick chat with BBC Radio Lancashire, though at this time, most of the young people are too tired to talk, and so the adults and leaders talk instead.

Shown below is a map of the event, which shows where each workshop and activity takes place.
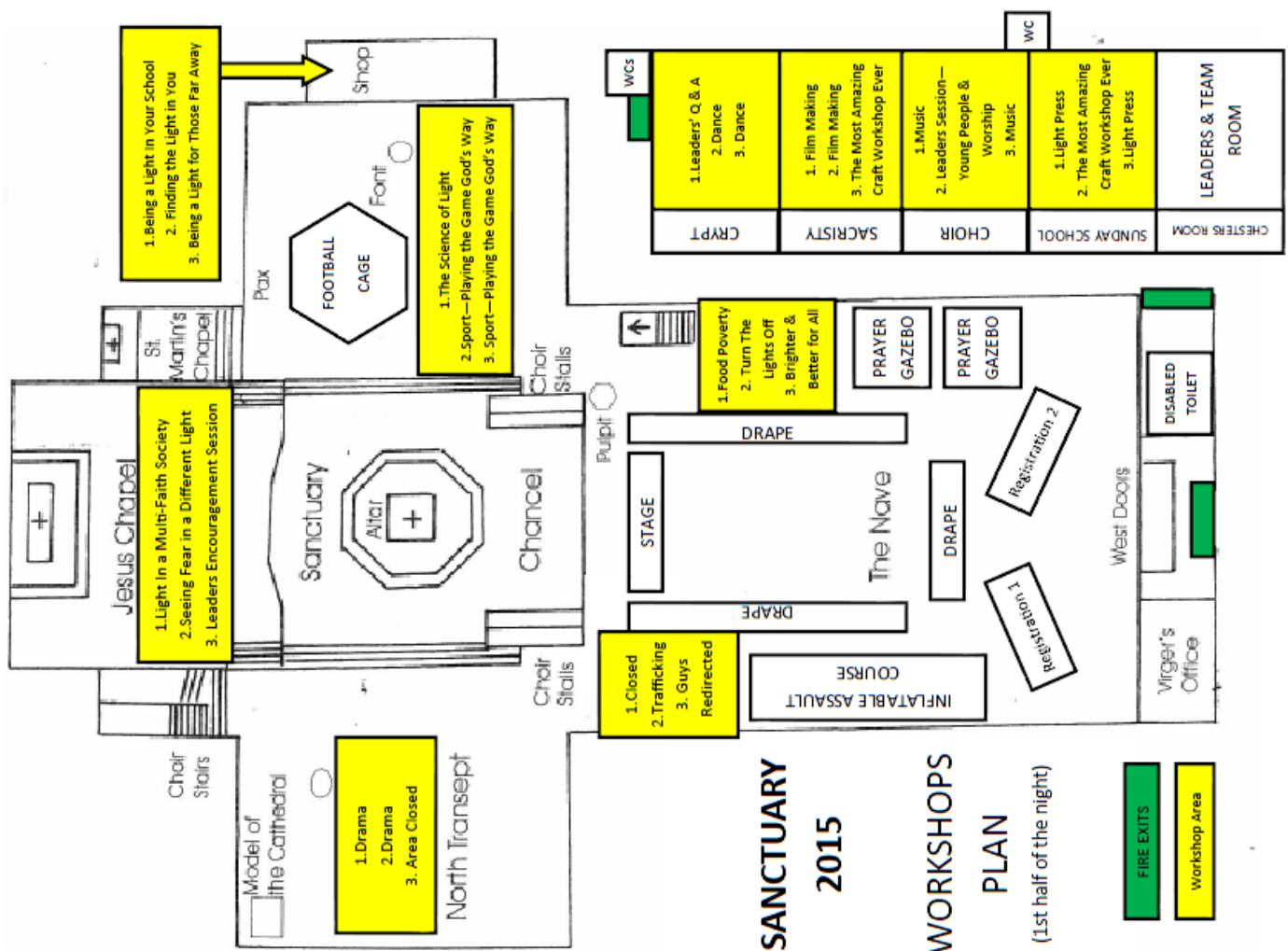
This image shows how all of the workshops are laid out across the building during the first half of the night.

This image shows the arrangement of games and activities during the second half of the night.

Workshop Idea

I plan to run a Games Design workshop during the first half of the night, where I will introduce Games Design to the young people, by getting them to partake in the creation of a simple game that will be inspired by a certain bible story. During the second half of the night, the game that the young people have created will be available to play for everyone who wishes to playtest it. This will fit in well with the games and activities section of the night.

Game Concept: The idea is to create a simple game based on the story of Noah's Ark. I plan to model a number of animals, and to have them hidden throughout the environment, which would be a virtual construction of the Cathedral. The player would then need to collect all the animals, and place them in an Ark that can be found within the building in a central area. Once all the animals have been collected and placed into the Ark, the room will then fill slightly with water, and the Ark will sail away, thus ending the game with a short cut scene, to conclude the story.

Involvement of Young People: There will be a number of animals modelled in a simplistic cube-like form. I will then UV map each mesh, and print the UV maps to allow the young people to colour in/paint/collage their own design onto each of the animals. I will then scan each of the pages in, and apply them as a texture to the mesh. The young people will then decide where each of the animals will be hidden, which I will place accordingly. They will then be able to playtest the game to see if they can improve their placements.

With the animals being modelled as cubes, there is a possibility for the young people to cut out the UV map once the image has been scanned into the computer, and form it into a paper cube animal that they can keep to remember the event.

Workshop Plan

Equipment Needed:

- Computer
- Monitor
- Scanner
- Printer
- Extension lead
- Paper
- Pens
- Glue
- Scissors
- Table
- Chairs
- Floor plan of Cathedral

Preparation

In order to prepare for this event, there are a number of tasks that I will need to do.

Environment: I will need to build the cathedral where the game will be set. Having already built a large amount of the building, it would simply need to be completed in time for the event. Some screenshots of the environment so far can be seen below.
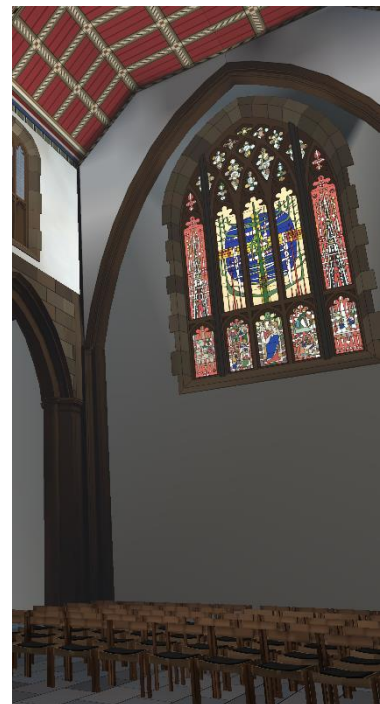
Animals: I would need to model all of the required animals that would be needed for the game. I would also need to UV map them all, and print a copy of the UV maps. I would then export the meshes, add them to UDK and create the kismet needed for the player to collect and place the animals. An example of possible animals that can be found in the game are shown below.
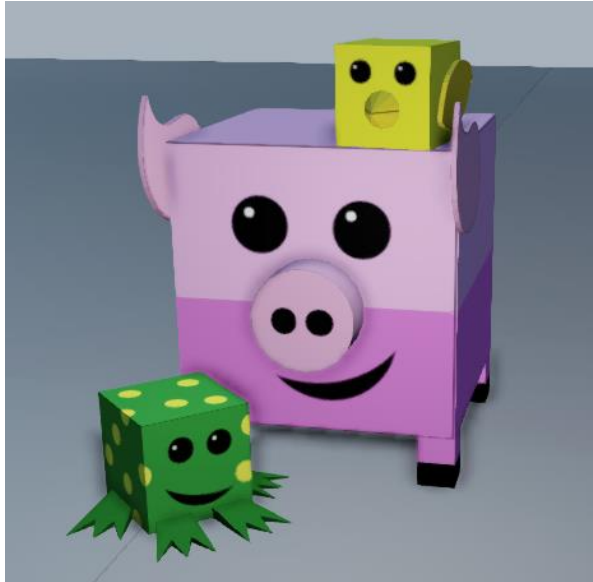

Here is an image of three animals in scale with each other.

This image shows not only three examples of what animals could possibly be used in the game, but also shows how the UV map could be cut and formed into a paper cube animal.

The Ark: I would also have a model of an Ark built, textured and imported into UDK. I would then add a simple block mesh, create a water texture and apply it to the block. I would also make the texture move like water, and I would create a rain effect for the game. I would then create the kismet, where once all the animals are placed, the rain will fall and the Ark will rise and sail away.
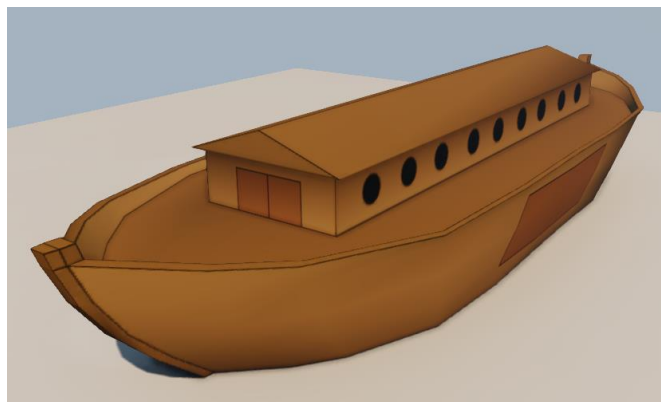
Inspiration: I would need to collect a number of images that the young people can use as inspiration for when they texture the animal cubes. I would have them all gathered into a digital folder, ready to be printed closer to the time of the event.

Set up: There are a few things that I would need to do on the day to set up the workshop ready for the young people to arrive. I would need to set up the computer in a position so that the screen is clearly visible, and close to a plug socket. I would also need a small table for the keyboard and mouse to sit on. The computer tower can be positioned either on the table, or on the floor, where it will be easily accessible.

I would need to arrange a number of chairs around a table, which would have all the craft materials, printed UV maps and reference images of animals on. This is where the young people will texture the animals by hand. I would also need to arrange a few chairs around the computer monitor, so the young people can see the screen as I place the animals in their desired locations.

Security: Whether I use my own personal computer for the event, or I use a computer that is provided for me, I will need to ensure that all data on the computer is not accessible to any of the young people. I would therefore need to ensure there is a 'log in' area that can be used by the young people, where the only accessible software would be the game in question. This is to ensure that if the computer is turned off accidentally, they will be able to gain access again easily, without accessing data stored on the computer.

Supervision: During the workshop, there will be two adults in attendance, to ensure all the young people are safe whilst at the event, and to comply with the child protection policy that will be in place. During the second half of the night, the computer can be moved into the room containing the video games where supervision is much easier, as the room is more central and adults are present at all times.

Step by Step Process

1. Introductions – The first step is to obviously introduce myself, and any other leaders that will be there to assist me with the workshop.
2. Register - Then it will be time to complete the register. This will be to ensure all young people are present, and to allow me to learn their names.
3. Explanation – I will then explain what they are going to create in the workshop, and what the process will be.

Workshop 1

4. I would get all the young people to choose between themselves which animals they would like to texture, they may choose any combination of animals, as long as two of each kind are textured. They will spend the majority of the first workshop texturing the two animals of their choice.
5. Once they have completed the animals, they will then choose a movement track for their animals. E.g. if they have a bird, they may want it to move in circles in the air, to make it appear as though it is flying. I will then get them to scan in their image into the computer by placing the page into the scanner; this will make the process a little more interactive. I will then quickly prepare the image and export it to be applied onto the animal so they can see their animal in the virtual world.
6. If there is any extra time at the end of the first workshop, then we will begin to place each of the animals into the virtual cathedral, until the first workshop has ended.

Break time

7. Having an hours break between the first and the second workshop sessions will give me time to apply all the textures to the animals, and assign the movement tracks to each of the animals, based on the choices the young people will have made. I can also take this time to clear up any craft materials that were left out at the end of the first workshop.

8. I would provide a number to each of the young people, and would roll a dice to decide who would get to hide their animals first. This is to prevent unfairness in in who goes first, and will also make the process a little more fun. Each person could then in turn choose where they would like their animal to be hidden, and also which direction it would face and move in.

9. Playtest – Once everyone has hidden their animal, they can then take turns to play test the game. They would each try to find two animals, but not the ones they hid themselves. This would challenge their memory as to where the other animals had been hidden. The other young people will be able to watch their efforts, and help spot animals if any help is needed.

10. End – At the end of the second workshop, there will be a short break before a time of worship together. I would then take the time in the break to clear any unnecessary items that will not be needed, such as the table and scanner. I would then prepare the game so it will be ready for the second half of the night, where the young people can play the game as they please.

Feedback

At the end of the workshop, and at various points through the night, I will ask the young people what they thought about the workshop. Feedback forms are also sent out to leaders and helpers that attended the night asking for their opinions. I would ask for a copy of any feedback that is given about the Games Design Workshop. Any feedback I do receive will help me to improve on any future workshops that I organise.