

GAME MASTERS: THE GAME

Resource Kit



GAME MASTERS

THE GAME

PRINCIPAL PARTNERS



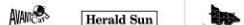
OFFICIAL PARTNERS



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GAME MASTERS : THE GAME



Introduction

The *Game Masters* exhibition brings together the world's most incredible designers and over 125 different playable games. Like the exhibition, *Game Masters: The Game* lets players discover the greatest videogame attributes of all time. *Game Masters: The Game* is a downloadable application available for iPad/iPhone/iPod Touch and Android devices. Download it from the App Store or Google Play.

The Game

Game Masters: The Game pits one player against an opponent in competition. The goal of the game is simple: hit the ball past your opponent's paddle to score a goal. However, what at first seems like a traditional 1970s paddle videogame suddenly has power-ups, asteroids, crazy alien obstacles, enemy soldiers and finger swipes. There are two different modes available in the game – single player and multiplayer.

From level to level *Game Masters: The Game* adapts and evolves like the game industry itself. The nostalgic and familiar sounds and graphical elements that evolve throughout the game ensure a unique experience. For the seasoned gamer there are plenty of inside jokes, subtle references and not so subtle references. For the casual gamer it's an easy game to play and a fun game to master.

There are seven entirely different levels of the game. Each level presents the player with a variety of new obstacles, backgrounds and ultimately a different strategy for trying to score the next goal. As the game progresses through the levels, obstacles appear that reflect the eras of game design represented in the *Game Masters* exhibition.

As in the exhibition, *Game Masters: The Game* draws from three key areas of the industry: Arcade Heroes (which started the industry); Game Changers (14 of the world's leading game creators); and Indies (games created by independent developers).

The game is designed to have a modern cohesive style from level to level. While obstacles and backgrounds change, core game elements are recognisable from one level to the next. Since the game is paying homage to the game creators in the exhibition, classroom discussions might reference some specific art and music of the legendary games of the game masters being profiled. Some examples may include:

Stealth Genre – *Metal Gear*

City Building Simulation – *SimCity*

Arcade Games – *Space Invaders, Donkey Kong*

Indie Games – *Minecraft, Flight Control*

Life Simulation Games – *Spore, The Sims*



Overall Gameplay

Classic virtual paddle and ball style game played where the player controls a paddle, hitting a ball back and forth against another player. Power-ups are introduced onto the game level alerting the user that they are in for a bigger experience than just regular paddle gameplay.



LEVEL 1

Basic Bat and Ball

Level 1 is presented in a sleek modern style with a simple gradient for the background. The bat and ball appear to be floating above the court.



LEVEL 2

Arcade Outer Space

Gameplay

The visual style consists of an animated star field with rock-like asteroids of varying shapes and sizes, as obstacles hampering the player.

The ball is deflected off each asteroid. Asteroids break by hitting them with the ball. Asteroids decay and halve twice before being completely destroyed. Exploding asteroids reveal power-ups.

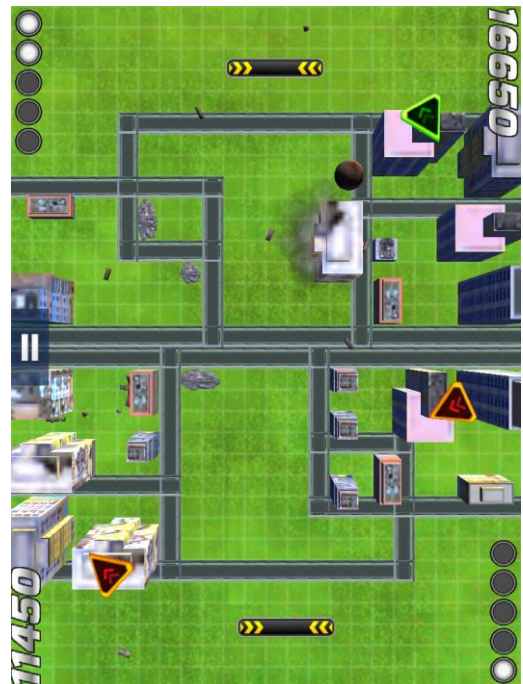
LEVEL 3

City Builder Genre

Gameplay

Gameplay is like playing a tennis game across growing cities with a wrecking ball! Two cities are being built. They are separated by a highway that runs through the middle of the screen. Each player owns a city and is its guardian. Cities act as a buffer that protects the player's goal. The player is encouraged to destroy the opponent's city, whilst protecting their own.

The visual style is 3D or pseudo-isometric tile-based map. The map begins as two bare areas of grass and dirt separated by a highway. Over time, cities build up and are destroyed. The game ball is a wrecking ball.





LEVEL 4

Stealth (Action) Genre

Gameplay

A concrete military warehouse rendered in a style reminiscent of isometric tile games. Wooden crates are placed around the scene offering points of cover. A soldier patrols the middle section of the playspace, searching for the ball. If the ball falls in his sights, he shoots it, causing it to bounce back in the direction it came from. Crates are scattered about the space, providing cover for the ball. Hitting the crates weakens them until they break, and the cover is lost.

LEVEL 5

Adventure Game Genre

Gameplay

Isometric-style pirate ships and obstacles, such as barrels, float in the backdrop of a cartoon sea. The ships shoot cannon balls which break pieces off the player's paddles. The game ball is a coconut and a land mass in the middle acts as an obstacle. The player must also avoid hitting the ship carrying their 'love interest'





LEVEL 6

Life Simulation Genre

Gameplay

The visual style is an abstract underwater environment with ocean rendered in a number of beautiful colours. The background is animated with a scattering of tiny, floating, plankton-like particles.

In this aquatic environment, a hungry, multi-segmented organism swims around the screen eating small pieces of floating food. The ball is now a single cell organism. When this ball hits the paddle, or the walls of the game, the sounds change slightly. If the ball is aimed near the head of the creature, it will snap towards it and eat the ball. The creature will then shoot the ball out of its tail with a random trajectory, towards the opponent, who needs to stop it. Hitting a

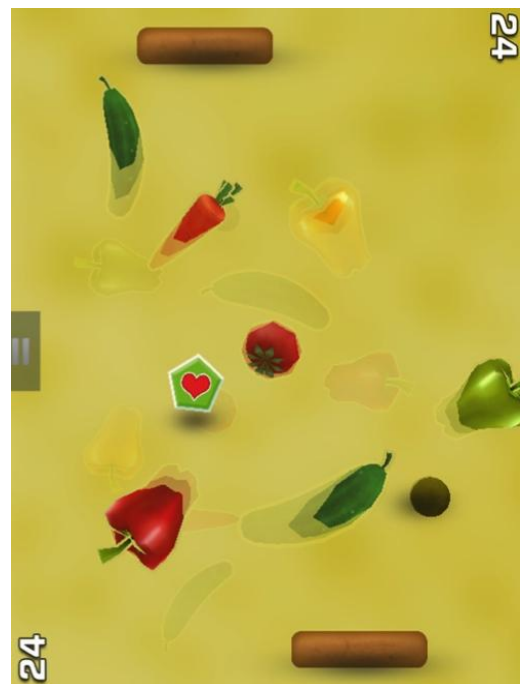
segment of the creature causes the segment to be destroyed, shrinking the creature.

LEVEL 7

Casual Action Genre

Gameplay

This level has the look of a cartoon style soup; the game ball is a pea and the vegetables form obstacles. The player employs a finger swipe to slice the obstacles into the soup pot. Some objects are bombs and will explode when the player slices them.





LEVEL 8

This is the secret unlockable ultimate adventure. You will need to visit the *Game Masters* exhibition and collect the QR codes or get 50,000 game points to play this hilarious level. Play this level to reach the memorable conclusion to the game.

DISCUSSION QUESTIONS

- Genres are often created through the popularity of a particular game and its remakes. Select a videogame genre and list all the games that 'fit' this genre.

Make a tree-style diagram depicting the genres that are offshoots from the original.

- Particular videogames get critical acclaim or are extremely popular, and consequently spawn multiple recreations of the game. Choose a game and use a timeline or concept map to chart its origins and subsequent versions and remakes.
- In film and video the *Wilhelm Scream* is a sound effect used in many varied productions (visit the free ACMI *Screen Worlds* exhibition to explore an engaging display focusing on this effect). Consider the sounds in a game like *Pong* or *Space Invaders*: Are these or similar sounds found in other games? If so, which ones?
- Indie (independent) game designers often create new and interesting styles of gameplay. In the past, Indie games were rarely seen by mass audiences but their innovative concepts, ideas and gameplay were often used in the design of major commercial videogame titles. Indie games are now easily accessible through online sales and consumed in much greater quantity. Do some research into the history of Indie games and focus on at least three that have been used by the mainstream game industry. Create a poster that highlights the identified features of these Indie games and the games they have influenced.

