

ogpc 2.0

Theme for 2009 Season

Draft, 8/12/08, 2:40 p.m.

Water seems pretty basic but it's also a critical resource. There are many issues relating to water:

- Availability
- Cost
- Treatment
- Waste water processing
- Flood protection
- Relationship to wildlife and environment

Some issues are local and regional while some nationwide or global.

Your assignment is to research one or more of the many issues relating to water and incorporate what you learn into the design of game.

You do not have to research all aspects of these issues. They should however, gain a general familiarity with the issues and opportunities before they begin designing their game. The goals of the game should be to be engaging, challenging and fun while encouraging the player to think about energy issues and their possible solutions.

As discussed in chapter 5 of *The Game Maker's Apprentice* by Habgood and Overmars, there are approximately five general genres of computer games:

- Action games
- Simulator games
- Strategy games
- Adventure games
- Role-playing games

While not all of these genres are equally supported by Game Maker, there are many possibilities for applying the water theme to these general computer game genres.