

Name: _____ Date: _____

Answer Key: Your Mission as a 2nd Grade Game Designer: A High-Score Challenge

Analyze how rules and visuals make video games fair and fun while learning how developers build digital worlds for global players.

1. If a game becomes too difficult because the boss has 1,000 health points but your hero only hits for 1 point, what is the game designer failing to do?

Answer: B) They are failing to balance the gameplay

Balancing is the process of making sure a game is challenging but still possible to win.

2. True or False: Video game designers use specific colors, like red for danger or green for health, to communicate with players without using words.

Answer: A) True

Visual cues help players understand the game rules and environment instantly through color psychology.

3. When a game allows you to choose a wheelchair for your character or different skin tones, the creators are focusing on ____.

Answer: A) Inclusivity

Inclusivity ensures that all types of people feel represented and welcome in the gaming community.

4. Why might a game developer add a 'Tutorial Level' at the very beginning of a new adventure?

Answer: C) To scaffold the player's learning of the game mechanics

Scaffolding provides a safe way for players to learn the basic controls before the game gets harder.

5. A person who plays games professionally in large tournaments for prize money is competing in ____.

Answer: C) Esports

Esports stands for electronic sports, where professional gaming is treated as a competitive career.

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6. True or False: If a game developer records the sound of real gravel crunching to use for a character's footsteps, they are working on the game's immersion.

Answer: A) True

Immersion is the feeling of being 'inside' the game world, which is enhanced by realistic sounds.

7. Which of these is a social problem that can happen in online multiplayer games?

Answer: C) Toxic behavior or bullying in chat

Toxic behavior is a negative social dynamic that developers try to stop to keep communities safe.

8. The invisible rules that tell a game how to react when you press a button are called the game's ____.

Answer: B) Mechanics

Mechanics are the systems of rules that govern how players interact with the game world.

9. True or False: A game 'Glitch' is always something the designer planned to happen to make the game more fun.

Answer: B) False

Glitches are unintended errors in the game's code, though some players enjoy finding them.

10. Imagine you are making a game for players in Japan, Brazil, and the USA. What is the most important thing to do?

Answer: B) Localize the language and cultural references

Localization helps a global community enjoy a game by making sure it makes sense in their unique culture.