

Name: \_\_\_\_\_ Date: \_\_\_\_\_

## 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.

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**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?**

- A. They are making it too easy
- B. They are failing to balance the gameplay
- C. They are using too many colors
- D. They are making the screen too big

**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.**

- A. True
- B. False

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

- A. Inclusivity
- B. Loading speeds
- C. High scores
- D. Battery life

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

- A. To show the ending of the story early
- B. To make the game take longer to finish
- C. To scaffold the player's learning of the game mechanics
- D. To sell more batteries for the controller

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

- A. The Olympics
- B. Board games
- C. Esports
- D. Recess

**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.**

- A. True
- B. False

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

- A. Winning a trophy
- B. Finding a secret item
- C. Toxic behavior or bullying in chat
- D. Changing your character's hat

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

- A. Costumes
- B. Mechanics
- C. Glitches
- D. Posters

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

- A. True
- B. False

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

- A. Make the game only in English
- B. Localize the language and cultural references
- C. Only let people in one country play
- D. Remove all the music from the game