# Level 2 Game (Bounce Avoid) Worksheet

Starting with the basic BounceAvoid game, follow this process and fill out this worksheet as you go.

## Modification 1

1. Identify a player experience to create or avoid.

*e.g. I would try to maneuver around one or two circles, but get hit by the third which was not possible to avoid.*

1. Identify the feeling that experience caused and speculate as to why.

*e.g. It felt claustrophobic and frustrating because I don't think I could do better.*

1. Propose a simple change to rules, mechanics, and/or aesthetics to create or avoid that experience.

*e.g. Make all the circles smaller.*

1. Implement and test.

*e.g. Try* ***several different sizes*** *to see how the experience changes.*

1. Reflect and report.

*e.g. Log the different tests and how size related to the experience and feeling goals above.*

For this exercise, unless it’s truly game-breaking, keep the change. For each subsequent modification, take the previous alterations into account when you identify experiences and so on.

## Modification 2

1. Identify a player experience to create or avoid.
2. Identify the feeling that experience caused and speculate as to why.
3. Propose a simple change to rules, mechanics, and/or aesthetics to create or avoid that experience.
4. Implement and test.
5. Reflect and report.

## Modification 3

1. Identify a player experience to create or avoid.
2. Identify the feeling that experience caused and speculate as to why.
3. Propose a simple change to rules, mechanics, and/or aesthetics to create or avoid that experience.
4. Implement and test.
5. Reflect and report.