

BUILDING A PIANO GAME

A FIVE WEEK GAME PLAN

WEEK 1: THE CONCEPT

Help your student decide on a THEORY CONCEPT for their game:

Note Names, Dynamics, Italian terms, Intervals, Key Signatures, Scales...?

Help your student come up with a STORY.

Will you be on a quest for buried treasure, a journey through a fantasy land, are you a superhero trying to rescue a city in distress?

Homework: Have your student write out a rough draft story to accompany the game.

WEEK 2: THE GAMEPLAY

With your theory concept and general story in mind. Help you student to come up with some rules of gameplay. They should sketch out the following:

1. Materials Needed
2. Objective
3. Set Up
4. How to Play

Homework: Have your student finish sketching out their gameplay.

WEEK 3: THE DESIGN

This week we start drawing things out. Design the game board, cards, or any other materials that will be included with the game.

Homework: Have your student continue work on designing the game materials.

WEEK 4: WORK WEEK

This is a chance for students to work on anything that needs to be finished.

Homework: By next week, all assignments should be completed and ready to be put together.

WEEK 5: PUTTING IT ALL TOGETHER

Scan any drawings, type up the story and rules, and put everything together in a lovely package. If time allows, try playing a round of the game to make sure everything works and get ready to share your game!