APPLYING REPEATED TILE SETS TO GAME DESIGN

(Developed by the Diana Nguyen)

GOAL(S)
- To be able to create a repeating texture

SET-UP
- Analog components, such as tile sheets
- PhotoShop

TOTAL TIME OF ACTIVITY: 30 Minutes

MAIN ACTIVITY
- Ask the students first to take a few minutes to imagine their own game that takes place on a large island, and create a list of things they would see on the island. (5 min.)
- Give the students a large blank piece of paper divided into square grids, 4-5 different colored paper cut into equal squares tiles that fit the grids, glue, scissors, and pencil.
- Ask them now to create a map of their island out of the tiles but with 3 rules: (15 min.)
    - The tiles can only be put in the grid boxes.
    - Students are allowed to cut and overlap tiles as long as they do not exceed the box the tiles are in. The grid paper must be completely used.
    - Encourage students to be creative with their environment and how they want to represent locations like forests/towns/mountains on their map through tiles.
- Student share outs (10 min.)

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