



# WELCOME TO COBOX 2!


1.

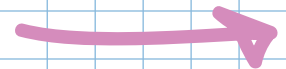
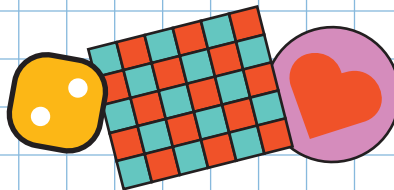
Welcome back! In our first CoBox, we talked about co-bots, because they are a character in our game. In this CoBox, we're going to look at what kind of game we want to make together.

2.

Game designers keep notebooks so they can keep their ideas in the same place. We have given you a special design notebook for you to keep your ideas in.

3.

We'll look at some of your ideas from CoBox 1. When you see this symbol  it means we'll be looking at something you've done before, so we can know more about your ideas.





# WELCOME TO COBOX 2!

## **Card 1. Game Scavenger Hunt**

What do you have around that you can play games with?

## **Card 2. What Do You Play?**

What do you like to do in games?

## **Card 3. Character Gallery**

What kind of look would you want for the game?

## **Card 4. Co-Bot Update**

What else do you read or watch?

## **Card 5. Stories You Like**

What types of stories do you enjoy?



## **Remember!**

A co-bot is a robot designed to work closely and share the same space as humans.

1

## GAME SCAVENGER HUNT!


1.

On the back of this card is a list of things you might play games with.


Look around to see if you have them! Put a check mark next to the ones you find.

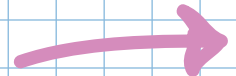
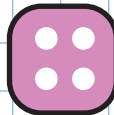
Fill out the checklist on the CoBox site.

2.

 Send us a picture of anything you find that you'd like to use for games, but isn't on the list!

3.

 If you want, tell us about the items too!

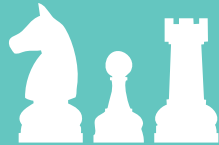


1

# GAME SCAVENGER HUNT!



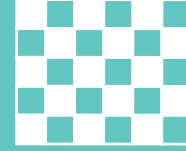
Pencils



Chess Piece



Basketball



A Boardgame



A Laptop



A Tablet



A Cellphone



An Xbox



A Desktop Computer



A Wii



Dice



A Playstation



A Doll



Legos





A Bicycle

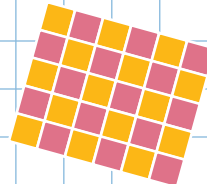
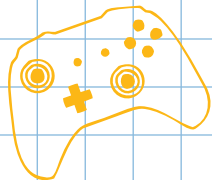
# 2

## WHAT DO YOU PLAY?

1.


 Look back at Card 1. Pick the item on the list you use or like the most.

 Tell us a few of the games you play with it, and what you enjoy about them.



2.

Think of one game you really liked playing.

 Tell us what makes that game stand out to you.

Is it a special moment, or a feeling, or a character, or people you get to play with?

2

**YOU CAN USE THIS SPACE TO WRITE DOWN IDEAS!**



**Remember!**

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# 3


## CHARACTER GALLERY

Game designers use art to figure out how a game should look before they make the game.

1.

We used the co-bots everyone made to inspire how co-bot characters may look in our game. In your CoBox, there are 5 cards with different co-bot characters on each side. Let's get them out and look at them!

2.

 Tell us what you think of the characters in these pictures.

Is there one you like? Dislike? What do you think these co-bots do? You can take notes in your designer notebook!



# 3

## CHARACTER GALLERY

Game designers use art to figure out how a game should look before they make the game.



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# 4



## CO-BOT UPDATE

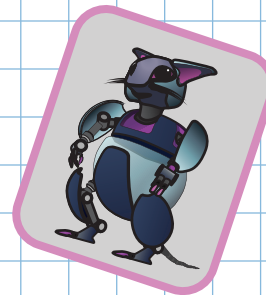
Game designers make changes to make a game better. Let's practice!

1.

Using the co-bot character cards and the dry erase marker in your CoBox, draw changes or new ideas on the co-bot cards. If you could change them, how would you change them? If you need more space, you can draw in your designer notebook.

2.

 Take a picture of the cards you changed and  tell us about it! What new abilities or parts did you give each co-bot?



4

**YOU CAN USE THIS SPACE TO WRITE DOWN IDEAS!**



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# 5

## STORIES YOU LIKE

Game designers read books, watch movies and TV and talk to people.


1.

 Tell us about something you read or watched recently that you enjoyed.

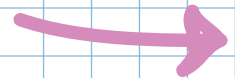
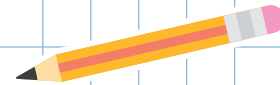
Was it a book? A movie? Did it have a story? What was it about?

 Send us a picture of it if you have it with you!

2.

 Using the co-bot cards you changed, tell us a story starring co-bots that are like the stories you like reading or watching.

What would your co-bots do?



5

## STORIES YOU LIKE

Game designers make changes to make a game better. Let's practice!



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