



First Steps in Game Development

# Introduction

**build**  
something  
different



Do you have a  
**favorite game?**





# Game **objectives**



# Discussion

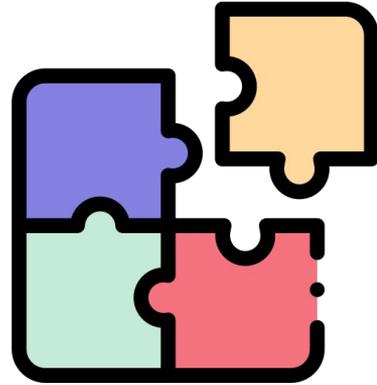


Different types of games have different objectives.

**What is an objective?**

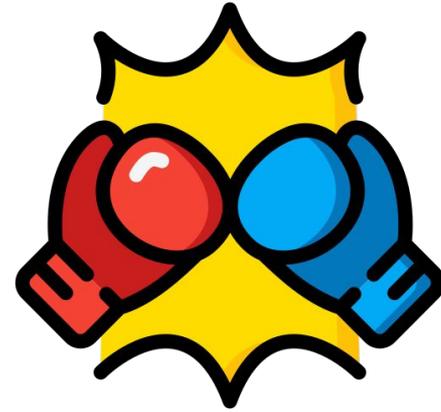
## Solve a puzzle

Solve complex puzzles using tiles, blocks, platforms, levers, or other clever ways!



## Defeat an opponent

Defeat an opponent, such as another player or a boss.



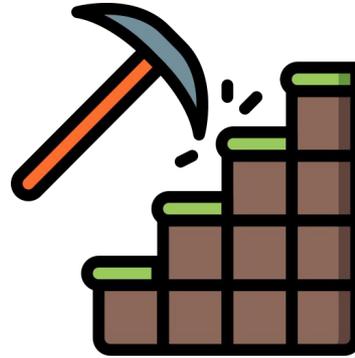
## Finish a race

Be the first to reach the finish line, or finish a race within a set time duration.



## Open-ended

No set objective — players play in massive worlds where they can set their own objective!





Let's see what we will **build!**

