

# **Gamestar Mechanic**

## **Episode 2: Elevator Emergency**

**Name:**

**Goal:** I can identify the different components (avatars, goals, items, enemies, rules, and gamespace) used in creating games.

### **Mission 1: Naviron Elevator**

1. How many levels does this Mission have?
2. Name the Avatar.
3. Name the Goal.
4. Name the Important Items.
5. Name the New Enemies.

### **Mission 2: Naviron Elevator EDIT**

1. What must you do first in Level 1 of this Mission in order to touch the Goal Block?

### **Bonus: Elevator Elevation**

1. What type of reward do you earn after winning the Bonus?