

Pedagogical Toolbox

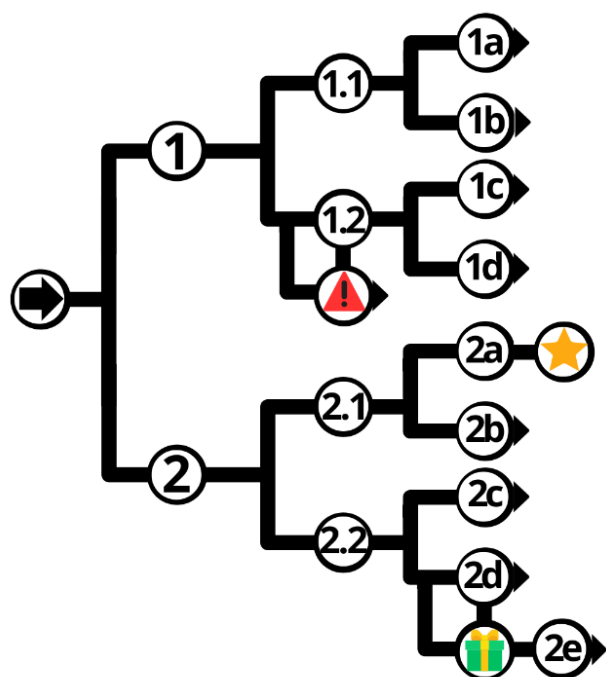
Gameplay tools

Paths template - Additional, optional, and secret paths

As you create the different paths that players may take based on their choices or skills, you may decide to include more than the main paths that directly lead to important tasks and defined endings, giving more varied alternatives and expanding the possibilities. Creating additional, optional, and secret steps or paths makes the game even more interactive, lively, dynamic, challenging and rewarding.

You can create as many as you wish depending on the time available or the prior knowledge and skills of your students and place them strategically based on the implications of certain choices. You can also make them merge afterwards with the original paths or create a completely different branch from then on.

Example of a branching structure with additional steps



Path 1: Choice 1 > Choice 1.2 > ...

Before gaining access to the 1.2 task, the player is faced with a more difficult riddle, dangerous situation, or powerful enemy, what some would consider a “boss” or “dungeon”. Landing on that step causes a time-consuming struggle or challenge and drains some of their resources or points, thus giving them a disadvantage over other players in the case of a multiplayer game or adventure. This can either lead them back to 1.2 or create a new path depending on their success or failure.

This addition could be justified by Choice 1.2 being an incorrect answer or a risky decision based on the storyline or could introduce a malevolent character involved in a future step as well.

Path 2: Choice 2 > Choice 2.2 > Choice 2d > ...

When choosing 2d, the player gains access to a secret bonus step or hidden treasure with an easy riddle, fortune wheel or lucky dice roll. They obtain new resources, earn points or advantages over other players, in the case of a multiplayer game, or gain a new ally or useful item that will help them with the next steps. Their next task could either be 2d or could branch to an alternative path to 2e, depending on how lucky they get with the reward.

This addition could be justified by Choice 2d being a correct or strategic answer or decision after a complex or tricky task, thus earning the player a specific reward for their effort or accuracy.

Path 3: Choice 2 > Choice 2.1 > Choice 2a

Choosing 2a or succeeding at the previous task could lead the player to the ultimate ending, one final branch which gives the best possible outcome to the adventure, after only positive events, correct answers and all useful resources collected.

Other endings could be victories as well, but this one would mean the player has made all the right choices and explored the perfect path, thus earning a better reward than if they'd reached other positive endings.

Note: This example structure evolves across 3 levels or sets of choices, but you can

extend your story with more possibilities and scatter additional paths or secret steps differently based on your wishes, needs or storyline.