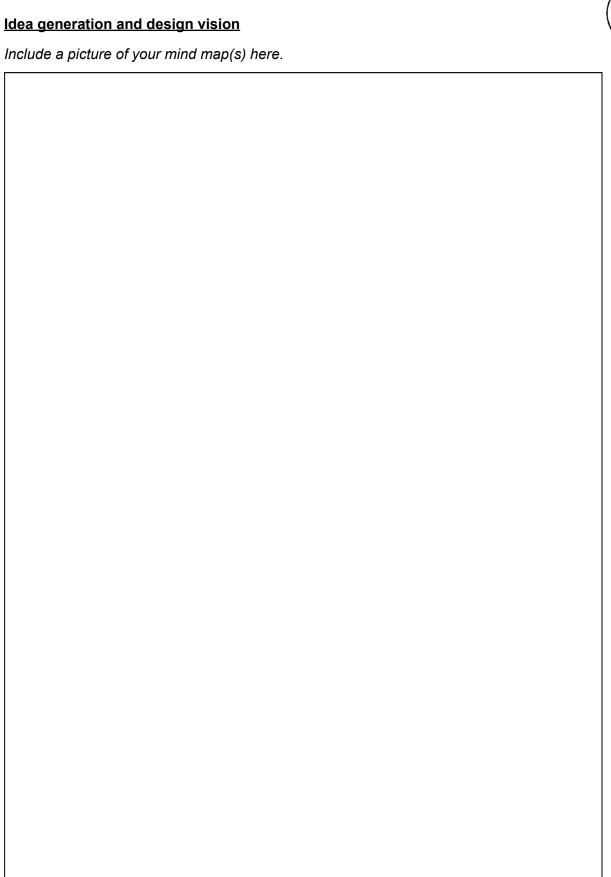NAME: CLASSGROUP:

VIDEO LINK:

Modification of an existing, abstract board/card game

*Briefly describe the game you analysed. Mention **title, genre** and **goal** of the game. Describe the different **elements of play**.*

Which element did you modify and how?

How did that affect the experience? Was this the desired result? Why (not)?

Idea generation and design vision

Include a picture of your mind map(s) here.

List and describe your early ideas here. Highlight which one you decided to go with.

*Explore and explain your chosen idea. What **target experience** are you going for and how will the mechanics support this? Be specific, if you have an easy to control jump or a clunky jump there should be a gameplay reason for it.*

Current prototype

*What are the **controls**? How do you finish the game (what is the **goal**)?*