



NAME:

CLASSGROUP:

VIDEO LINK:

Analysis of an existing game

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

*Name some **similar games** and highlight the differences.*

*What are the **main mechanics** and how do they support the **targeted game experience** according to you?*

***Target audience and year** that it was published (or actively supported/developed). Does this have an impact on the design and how?*



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? Which **audience** are you trying to appeal to? How will you **differentiate** your game from similar games?*



Playtesting

*Which remarks came up during the **play test session(s)**?*

***Why** do you think these remarks came up? **How** did you take these remarks into account when iterating on the design and the prototype?*



Current prototype

*Describe the **mechanics**. What do they add to the game, what are potential level design opportunities, possible problems, how do they interact with other mechanics, ...*

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