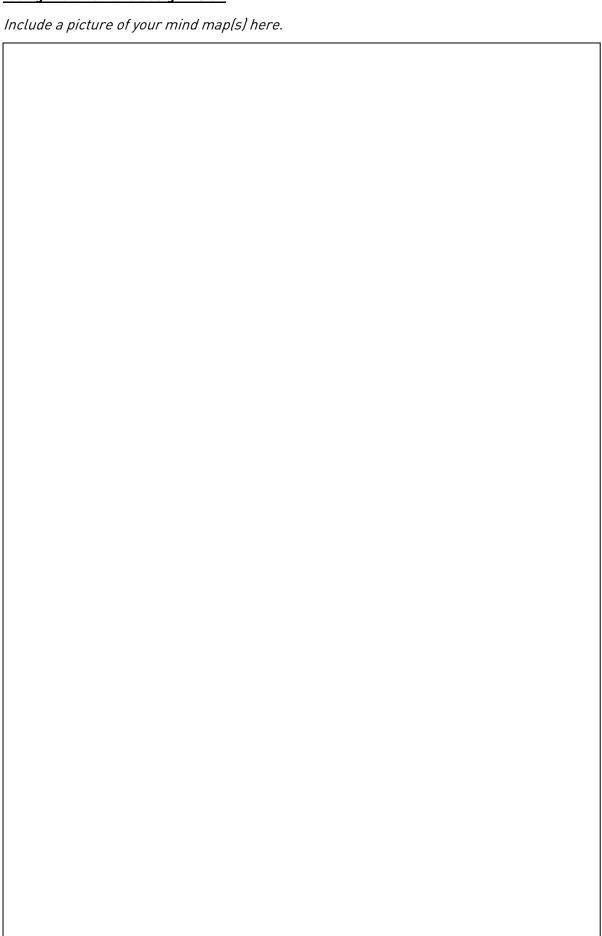
NAME:	CLASSGROUP:
VIDEO LINK:	
Analysis of an existing game	
Briefly describe the game you the different elements of play	ı analysed. Mention title, genre and goal of the game. Describ V.
Name some similar games al	nd highlight the differences.
What are the main mechanics according to you?	s and how do they support the targeted game experience
according to you.	



Idea generation and design vision





 se your carry raca	is here. Highlight	t which one you d	ecided to go with.
our game from sir		e are you trying to	appeal to? How will you

<u>Playtesting</u>



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

Current prototype



portamines, possible problem.	escribe the mechanics . What do they add to the game, what are potential level design opportunities, possible problems, how do they interact with other mechanics,				
at are the controls ? How do y	∕ou finish th	e game (wh	at is the goal	1)?	