**Game Design Concept - Game Jam 1**

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| **Name:** | Aaron Hennessey | **Genre(s):** | IDK WHAT YET |
| **Game name:** | Boingus | **Intended platform / resolution:** | PC / 1080p (1920x1080) |

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| **Jam Game target demographic (PEGI):** | **Game Jam: Can’t Stop Moving** |
|  | **Tutorials or classwork examples to start from:** |
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| **Game theme/setting** |
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| **Brief description of gameplay as related to genre & theme** |
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| **Game Control Systems on PC**    **(Mouse & Keyboard or gamepad) What are the buttons.** |
| **The controls for my game will be as follows...** |

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| **Distinct Modes of Gameplay**  **Including Challenges/Objectives/Rewards/Threats** |
| **Challenges:**  **Objectives:**  **Rewards:**  **Threats:** |

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| **Software to be used in this Jam are:** |
| **Games Engine:**   * **Gamemaker Studio 2**   **Graphics:**  **Audio:** |

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| **Graphics Style** (Include Multiple Image Examples) | |
| (Insert Image Here) | (Insert Image Here) |
| (Insert Image Here) | (Insert Image Here) |
| (Insert Image Here) | (Insert Image Here) |

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| **Competitive or Inspiring Games** (Research Examples)  What features from these games are you including. |
| 1. Games/Feature Here: 2. Games/Feature Here: 3. Games/Feature Here: 4. Games/Feature Here: 5. Games/Feature Here: |

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| **Defining Characters/Factions** |
| **Playable character(s)**  **Enemies or oppositions (break into types if needed)**  **Factions if relevant** |