**Game mechanic proposal – template**

**Student name and surname**:

**Student number**:

**Name of the game**:

**Target platform**:

**Controls**:

**Tools**:

(please provide a list with all the tools you are using – project management, coding, repo, etc)

**Story**:

(story of your game)

**References/Inspiration**:

(games or parts of a game that inspired you – add screenshots, descriptions, etc…try to capture the essence of that particular game and why is relevant to your game)

**Aim**:

(describe what you are trying to achieve – please add everything that is relevant - mind maps, sketches, drawings flow diagrams, description of methods, screenshots)