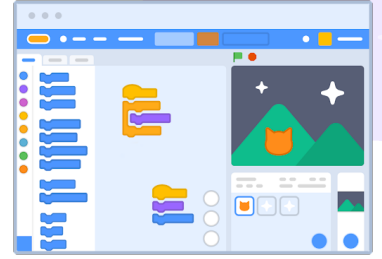


Project Planning Sheet

Have you ever thought about the positive benefits of planning your project before the coding process begins? Planning out your project before you begin can help you organize your thoughts as you think about what you will need to create the story you want to tell through your project.



A design journal helps you imagine, plan, iterate, and reflect throughout all of the phases of your project's development. Write or draw your responses to the prompts below to brainstorm ideas for your project before you begin.

Your name: _____ **Date:** _____

What is the inspiration for your project?

What is the title of your project?

Describe or draw what will happen in your project or the story you want to tell. Think about how you want your project to start. What will happen next? How will it end? Be sure to think about each event you want to take place between the start and end of your project.

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What sprites will you use? What do you want the sprites to do in your project? What actions will they take? What dialogue will they speak/say? Write or draw the sprites you will use in your project and what they will be saying/doing..

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Describe the backdrops you will use in your project. If you plan to use multiple backdrops, draw them out in the order you would like to use them in your project. Also think about which sprites will be present/visible when each backdrop is shown.

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Reflection

How would you describe your design process to someone else? Where did you start? Why did you start with that action first?

What story does your project tell ? Who is your intended audience for your project?

How do you want someone to feel or what do you want them to learn when they run your project? Why?



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Tip: If you'd like to translate this guide, [click here to make a copy](#) of this Google doc.



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