2015 Games Studies

Game Design Stage

Q	Item	Detail
0	Story-line (1 sentence, 10 words)	
1	Game title (1 or 2 words)	
2	Digital pet used (from assignment list)	
3	'Good guy' is (player)	
4	'Bad guy' is (opponent(s))	
5	Target audience (gender/age/life-stage)	
6	Game genre	
7	World-size	
8	Team name (1-3 words)	
9	Lead developer (name)	
10	Developers (all names)	

Copies of story-boards & drawings of characters attached: YES ☐ NO ☐