# Code Club Team Challenge 2018 - Planning Sheet

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| **Name** | *Fill this in **LAST**. This is the **LEAST IMPORTANT** detail of your game. A good name may be easier to come up with when you have a clearer view of the game design.* <br><br> |
| **Synopsis** | *Provide a short description of the game setting (e.g. outer space, city, jungle) and the background story. This sets the scene and provides a context for identifying game characters and scenery to include in the game. Similar to a basic book synopsis.* <br><br> **Setting:** <br><br> **Background Story:** <br><br> |
| **Goal(s)** | *A short statement of the goal(s) of your game. What do you need to do to score highly, complete the game, or progress through each of the levels.* <br><br> |

| **Game Style / Genre** | *Identify your chosen game style by placing an X in one of the boxes below.* |
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| | Arcade Adventure (e.g. Skylanders, Lego) |
| | Maze (e.g. Pacman) |
| | Platform (e.g. Mario Brothers) |
| | Shoot 'em Up (e.g. Space Invaders) |
| | Skill (e.g. Flappy Bird, Angry Birds, Mario Party) |
| | Puzzle (e.g. Brain Training) |
| | General Knowledge (e.g. Logo Game, Trivial Pursuit) |

| **Game World Type** | *What kind of game world does your game have? Mark ONE box with an X.* |
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| | **Single Screen:** The game takes place on a single screen. e.g. chess, scrabble |

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| | | **Levels:** One screen per game level, to be visited in a defined order. Complete a level to unlock the next one.e.g. room escape games, angry birds |
| | | **2-Way Map:** One screen per game location. Locations are linked together in a linear sequence. You can travel east or west between your game locations as often as you like. e.g. a street or corridor that runs in an east-west direction |
| | | **4-Way Map:** One screen per game location. Locations are linked together to form an explorable map of your game world. You can travel north, south, east or west between your game locations as often as you like. e.g. a street (E-W) with doors into houses (N) and manhole covers taking you into the sewers (S) |

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| Game World Sketch | *Sketch out your game screen, game levels or game map using the pre-printed sheets provided (one per game screen). Write a short description for each game screen, highlighting important features that they contain. Where relevant, specify which game screen (if any) lies to the North/East/South/West in the boxes provided.* |

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| Main Character Description | *Provide a brief description of your game's main character. This is the sprite that the player controls. A good description will help you with the sketch / graphical design of your character later.* |

| Main Character Power-Ups | *Does your main character possess a special power? How is this activated? (e.g. completion of a task or collection of a power-up object) Once activated, what is the effect (e.g. invincibility, pausing time, can fly, magnetism, super-charged firepower) and how long does it last? Is it limited by time, number of uses or collision with an enemy or bullet?* |
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| Name | |
|---|---|
| Triggered By | |
| Effect | |
| End | |

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| Main Character Sketch | *Draw a sketch of the main character on a separate sheet of paper, including any poses that you require for animating it. If it has any special powers, include sketches showing what your character looks like when it possesses these powers.* |

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| Other Characters | *Provide a brief description for up to three more characters in your game. For a shoot 'em up, these might be alien types. For a platform game, these might be enemies with different patrolling behaviour. For an arcade adventure, these might be people that can be persuaded to help you in your quest. Describe any important character behaviours, strengths and weaknesses or ways in which they interact with the main character. If your game has more than one screen, Which screen does the character live on (use the screen IDs from your game world sketch).* |

**Character 1**        NAME:                    SCREEN ID:

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|  | (empty box) |

**Character 2**  NAME:  SCREEN ID:

(empty box)

**Character 3**  NAME:  SCREEN ID:

(empty box)

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| **Important Items** | *Identify important items that exist within your game and describe what makes them important. On which game screens can these items be found? What actions can you perform with these items (e.g. Wear, Use, Read...)? What happens when you perform those actions? E.g. "using the nuke immediately destroys anything within 100 pixels of your spaceship".* |

| ID | Item Name | What makes the item important? | Actions | Screen ID |
|---|---|---|---|---|
| 1 |  |  |  |  |
| 2 |  |  |  |  |
| 3 |  |  |  |  |
| 4 |  |  |  |  |
| 5 |  |  |  |  |

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| **Game Features** | *Identify up to 5 features from the game features listed below that you would like to include in your game. Number these features in order of importance, starting with 1 for the feature that you plan to develop first.* |

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|  | **Doors or portals:** Link different parts of your game world through intergalactic worm holes or enter the interior of a house or shop by walking through its door on the street. |
|  | **Locked doors / chests:** Some doors and chests require keys, levers, switches, special objects or combinations of objects to open them. |
|  | **Jumping:** While jumping is often associated with platform games, it can also be used simply as a way of avoiding floor level hazards in many other games. |

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| | | **Shooting:** If you can't avoid it, kill it with firepower. |
| | | **Use of ladders:** Why jump when you can climb? |
| | | **Object interaction:** Some objects are more than just game currency to be collected for points. For instance, a scroll can be read for information, gold ingots can be traded for goods, lost property can be returned to its rightful owner, armour can be worn for protection and a torch can be used to light up a dark room. |
| | | **Object combination:** Some objects are only effective when combined with others. For instance, a torch is no use without batteries. |
| | | **Character energy:** Energy is depleted when you get hurt, tired or hungry and restored by collecting items such as bandages, medicine or food. Lose all your energy and it's game over. |
| | | **Power-Ups:** Complete tasks or collect objects to be granted special powers such as invincibility, invisibility, the ability to shoot, fly or freeze time. |
| | | **Timers:** Some tasks have a strict time limit with a clock ticking against you. Score more points by completing the task quickly. Too slow and you die. |
| | | **Timing sensitive tasks:** When throwing a ball, the moment you let go of the ball can determine its trajectory and therefore the distance it travels before it hits the ground. |
| | | **Character interaction:** Some characters in your game can be more than just background extras. They may have important information to impart or possess objects that you need to complete a task. |
| | | **Other:** Invent a game feature of your own and briefly describe it here: |

| Game Score | *If your game includes a scoring mechanism, describe it below. Is it based on tasks completed (star rating) or items collected such as stars, coins or bottles. Is it based on time remaining after completing each level. Are there special items or tasks that score more points, super-charge your scoring ability (score multipliers) or grant you more time?* |
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| Game Over Criteria | *How do you complete the game? (e.g. escape from the prison) What can cause the game to end prematurely? (e.g. running out of time or losing lives or energy) How do you lose or gain lives, energy or time?* |
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