

ADDITIONAL OR OVERFLOW NOTES:

Notes:

Scoutmaster Bucky **GAME DESIGN** *Notebook*



2 NEW GAME DESIGN:

A vision statement outlines the long-term goals and aspirations for the future in terms of long-term growth and impact on the world. Your vision speaks to the goals and ideals of your game.

Vision Statement:

Game Medium:

Player Format:

Objectives:

Theme:

ADDITIONAL OR OVERFLOW NOTES:

Notes:

RULES OF THE GAME:

Notes:

RESOURCES:

Notes:

GAME ELEMENTS:

Notes and Draw:

DESCRIBE WHY SOMEONE WOULD WANT TO PLAY YOUR GAME:

Notes: