Concept

Bottom-Up Process

Top-down process

Verbs

Mechanics

Core

Features and content

Context

1

Current Weapon

Score

**2:3**

Health

**98%**

Ball

Goal

Player

Enemies

Task 4: Walk outside

Task 3: Open the doors

Task 2: Walk around the bed

Task 1: Finish current task

Task 4: Walk outside

Task 3: Open the doors

Task 2: Put on the coat

Task 1: Get out of the room

Task 3: Knock on neighbors’ doors

**Task: Get out of the house**

**Task: Get out of the room**

**Task: Go to neighbors’ house**

Task 1: Get out of the house

Task 2: Walk to the neighbors’ house

**Possible decisions**

**Success percentage**

2%

61%

42%

78%

20%

Enemy 1

Pass to the Teammate

Shoot the ball

Attack the player

Get a power up

Other…

**Mechanics (Design)**

* How will the player interact with the game?
* What will the player be able to do?

**Verbs (Design)**

* What actions will the player be able to perform in various situations?
* What are the game states?

**Core (Analysis/Design)**

The game specific contents:

* How will the player be able to do achieve his goal?
* How will the player know what he needs to do?
* What are the basic building blocks of the game?

**Context (Analysis)**

* Why should the player do the things presented in the game?
* What are the players’ options?
* What are the motivations driving the player to finish the game?

**Concept (Planning)**

The basic idea of the game:

* Style
* Setting
* Characters