Practicum 1.1 document

Team x – Mojo-Jojo Studios

Teammembers:

# Game idea

**Read the assignment document for more information!**

## Vision statement

World altering action-packed skill-testing perception-based combat-platformer

## Target audience

Gamers that like platforming and action games that are very challenging

## Unique selling point

Unique style of combat, corruption world altering, two playable characters

# Game experience analysis

Challenge & discovery

Should contain:

* Main 1 or 2 aesthetics, including why this follows from the vision statement.
* More detail about the aesthetic(s) in the game.
* Further analysis of the intended experience

# Initial design decisions

## Title of design decision 1

The decision and an explanation how it follows from the analysis

## Title of design decision 2

The decision and an explanation how it follows from the analysis

## Title of design decision 3

The decision and an explanation how it follows from the analysis

## Title of design decision 4

The decision and an explanation how it follows from the analysis

## Title of design decision 5

The decision and an explanation how it follows from the analysis