# Tools 3D Module - Concept, MDA & MoSCoW

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**Concept**

Give your game a name and write down the description, try to use **at least 10 sentences** to describe what your game is about. Don’t go into much details, and don’t forget to explain winning and losing conditions. See this as a description displayed on the app store or on the back of a disc cover.

|  |
| --- |
| **Game title:**  (…) |
| **Description:**  (…) |

**MDA Table**

Put down **at least** 5 elements per field. Ofcourse; more is better.

|  |
| --- |
| **Mechanics:**  (…) |
| **Dynamics**  (…) |
| **Aesthetics:**   1. Sensation 2. Fantasy 3. Narrative 4. Challenge 5. Fellowship 6. Discovery 7. Exression 8. Submission |

**MoSCoW Table**

Put down **at least 5 elements** per field. Ofcourse; more is better.

|  |  |
| --- | --- |
| **Must have**  (…) | **Should have**  (…) |
| **Could have**  (…) | **Won’t have**  (…) |

**Planning**

Use your MoSCoW table to create a general planning for yourself. Below here you can see an example. Feel free to do it anyway you like, as long as it contains the same information.

|  |  |
| --- | --- |
| **What** | **When** |
| (…) | dd-mm-jj |
| (…) | dd-mm-jj |
| (…) | dd-mm-jj |
| (…) | dd-mm-jj |
| (…) | dd-mm-jj |
| (…) | dd-mm-jj |
| (…) | dd-mm-jj |
| (…) | dd-mm-jj |