Brainstorm Your Own Game

reated by:	
Background	
ur game takes place: (In space? The desert? A Mall?)	
Player	
ne Player is a	
The Player moves only up and down.	
arget	
our player GAINS points when they hit The Target.	
ne Target is a	
The Target moves only to the left or right.	
Danger	
our player LOSES points when they hit The Danger.	
ne Danger is a	
The Danger moves only to the left or right.	
Artwork/Sketches/Proof of Concept	