# Prototype the Gameplay

Now that you have working versions of the environment and player, your goal here is to prototype the actual gameplay. By this we mean, think about your 4 good game elements (challenge, choice, change, and rules) and add the pieces needed to achieve them.

Depending on your game, you may be adding objects here, and/or just refining the environment and player that you’ve already created.

1. Describe your gameplay. What is the player trying to do?
2. How do you want the player to feel as they are playing the game?