Developing a Game Premise

**Instructions**: In this worksheet, you will develop a game premise for your own video game. Consider the elements of a game premise, including establishing players, goals, and opposition. Use the space below to brainstorm and write your ideas.

# **Premise #1:**

* Elevator Pitch: You play as {players} that want to {goal} but they can’t because {opposition}.
* Title: {Title}
* Theme: {Theme}
* Types of Fun: {Types of Fun}
* Opposition: {Opposition}
* Game Feeling: {Game Feeling}

# **Premise #2:**

* Elevator Pitch: You play as {players} that want to {goal} but they can’t because {opposition}.
* Title: {Title}
* Theme: {Theme}
* Types of Fun: {Types of Fun}
* Opposition: {Opposition}
* Game Feeling: {Game Feeling}