Exit Ticket

**Instructions**: Write down one thing you learned about developing a game premise and presenting an elevator pitch.

**Instructions**: Answer the following questions based on the information provided in the lesson.

1. What is the purpose of developing a strong premise for a game?

a) To engage players and create a compelling gaming experience

b) To make money from selling the game

c) To impress game developers

d) To win awards

2. What are the key components of an effective elevator pitch?

a) A clear and concise description of the game, highlighting unique features, and capturing the interest of the listener

b) A long and detailed description of the game

c) A summary of the game's plot and characters

d) A list of technical specifications