Exit Ticket

**Instructions**: Write down one example of a game mechanic, goal, or system that you believe would contribute to a desired experience in a specific game.

Example:

*Game: "The Legend of Zelda: Breath of the Wild"*

*Mechanic: Climbing and gliding through the open world*

*Goal: Defeat powerful enemies and save the kingdom*

*System: Dynamic weather and day-night cycle*

Your Turn:

Game:

Mechanic:

Goal:

System: