Designing Your Own Game

**Instructions**: Imagine you are a game developer and create your own game concept. Fill in the details below. You may change things about your game if you want.

Game Idea:

Game Title:

Desired Experience:

Game Mechanics:

Objective/Goals:

Type of Game:

Linear / Emergent:

Systems:

Setting:

Characters:

Core Game Loop:

Approach:

Guiding Techniques Used:

- Visual cues:

- Audio cues:

- Level design:

- Non-playable characters:

- Narrative elements:

Description of Game Level: (Include obstacles, pathways, and any other relevant details)

Map of Level: (Include obstacles, pathways, and any other relevant details)

Feedback and Suggestions:

1.

2.

3.

Additional Features/Challenges: