Designing Your Game Concept

**Instructions**: Use this worksheet to outline your game concept. Consider the target audience, genre, and platform of your game. Include how you will introduce the mechanics and tell the story.

Game Title:

Target Audience:

Genre:

Platform:

Outline/Storyboard:

1. Introduction:

- How will you introduce the player to the game mechanics?

- How will you introduce the story?

2. Game Mechanics:

- List the main mechanics of your game.

- How will you teach these mechanics to the player?

3. Storytelling Elements:

- How will you incorporate storytelling into your game?

- What narrative elements will you use?