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:

Target Audience:

Genre:

Platform:

Desired Experience:

Game Mechanics:

Objective/Goals:

Type of Game:

Linear / Emergent:

Systems:

Setting:

Characters:

Controls:

Sketch

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.

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?

Additional Features/Challenges: