# Planning Your Game Part 1

In this lesson, students learn about their final project and spend time brainstorming and refining their ideas.

## Objective

Students will be able to:

* Understand the guidelines for the final project.
* Describe their game concept and their plan for its development.

# Guidelines

# It’s game planning time!

Up to this point, you’ve learned a little about the video game industry and some fundamental Unity skills. Now it’s time to put your knowledge to use in your very own game.

**Remember, this is your first game in Unity.** It’s important to keep that in mind. You don’t have the skills or time or resources necessary to design something terribly complex. In fact, if we can give you any advice as you start this project, it would be:

* Keep it simple
* Design around what you know how to do
* Take something you know and change it

For this first game, make sure you plan a game that is within your skillset. One of the key things to making a game fun is making a game that is bug-free. Making a simple, functional game will be a better result than a buggy game that might be more complex.

To help with that, in the next lesson you will be downloading a Unity asset package that has most of the main assets and scripts you used in the previous projects. This way you can use what you know to aid in your development.

Keep It Simple

[Watch this video](https://video.link/w/WiD5c) by Extra Credits, in which they share their advice to beginning game developers. Reflect on how you can keep their ideas in mind as you start your game planning process.

## Brainstorm

The first step here is to get a lot of ideas down on paper. No idea is bad at this point.

Below here, create a list of ideas about your game. Ideas could be around the type of game, the environment, the player, the mechanics, the story, the feeling, etc..

Remember you’ll want your game to be simple and based around something you already know how to do.

## Choose Two

Using your brainstorming from the last exercise, come up with 2 different game ideas and describe them here. This is your chance to start to add some of the details around the main elements of the game. You don’t need to know all of the specifics at this point, but remember, keep the game simple :) and fill out [one of these](https://docs.google.com/document/d/1ay0Do4L91sb8Y3PcV0f4sYjiVrirse_sUPy0V2x_scA/edit?usp=sharing) for each one

Describe each game idea in the space below.

=== GAME IDEA #1: =====================================

=== GAME IDEA #2: =====================================