# GAM 207 Module Eight Activity Template

**Prompt:** In Module Eight, you will read about game design documentation. Throughout the course, you will add functionality to your final project game prototype, and then you will consider the game design document. This type of design document would be submitted along with the game prototype to potential publishers. Therefore, it should reflect the prototype you submitted in Module Seven. Fill out the table below and submit it as your game development document to receive credit for this activity. The goal of this activity is to be concise: You should be able to answer each of the last four components in a paragraph (two to five sentences).

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| Student Name | Erica Southworth |
| Date | 5/6/2019 |
| Working Title |  |
| Description of Play Experience |  |
| Goal |  |
| Interface and Controls |  |
| Game Flow |  |
| Level Design |  |
| Art Direction |  |