Game Development Project
Draft Document

Directions: Use the questions below to plan what you will need to construct your game.

Part 1: Theme and Genre
What do you want the purpose of the game to be? Use the questions below to guide your thinking.

Describe the setting of your game:

What is the ending condition of your game? Can you "win" or "lose"?

Part 2: Characters
What characters will you need for your game? Things to consider:
- Will you have an enemy/enemies?
- Will you have NPCs (non-player characters)?

Character Name	Brief Description

Part 3: Objects
What objects will you need for your game? Things to consider:
- Will the character need certain objects to win the game?
- Will the objects increase a score or give a power-up to the player?

Item Name	Brief Description

Part 4: Background and Screen Sketches
Use the space below to sketch images of at least one full game screen to help plan your tiles.

Part 5: Controls
How will you control your character as you play the game?

Will there be any other movement (enemies, items, etc.), If so, what movement will there be?

Part 6: Interactions
What interactions will your character have with the environment? (Consider tiles it can't enter, etc.)

What interactions will your character have with the game objects? What should happen to the objects or the character after the interaction?