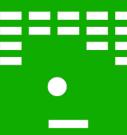
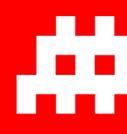


GAME DESIGN CANVAS

v1.3

Designed for:
Designed of:

On:
Iteration:

Platform  Target Platform? Target Audience? Target Rating? Expected shipping date?	High Concept  Story & Gameplay should include a few short paragraphs about the story (beginning, middle, and ending ... or at least a cliffhanger) mentioning the setting, the characters, and the conflict. Gameplay description should give a brief idea of the flow of the game—break it into stages or bullet points if its easier to convey info that way.	Gameplay  What kind of play does the player engage in? What genres are they? (Driving, shooting, platform, and so on.) How is the sequence of play broken up? (Levels? Rounds? Story chapters?) If there are multiple minigames, list them out by name and give short descriptions. If there are specific cool gameplay scenarios, list them. USPs from the concept overview should be included and briefly detailed here. Diagrams are good to illustrate game concepts. What game features are unique and capitalize on the platform's hardware? (Hard drive, touch screen, multiple screen, memory card, and so on.) Provide examples.	Game Flow  How does the player grow as the challenges increase? How does this tie into the story? How the system works? (Experience points, money, score, collectibles) What the player gains as they grow? (new abilities, weapons, additional moves, unlockables)	Controls  Show control mapping highlighting some of the special/unique moves to this product. Include image of SKU's controller for reference.
Interfaces  How does the player navigate the shell of the game? What mood is evoked with the interface screens? What music is used? Include a simple flow diagram of how the player will navigate the interface.	Game World  Where does the gameplay take place? List the environments the player will visit with short descriptions. How do they tie into the story? What mood is being evoked in each world? How are they connected? (Linear or hub-style navigation?) Include a simple flow diagram of how the player would navigate the world.	Bosses & Enemies  Bosses. If applicable, what kind of boss characters does the player face? What environments do they appear in? How does the player defeat them? What does the player get for defeating them? Enemies. If applicable, what kind of enemies does the player face? What kind of cool attacks do they have? Describe the enemy AI. What makes them unique?	Mechanics & Power-ups  Gameplay mechanics. What unique mechanics are in the game? How do they relate to the player's actions? How will they be used in the environment?	Characters  Who does the player control? What is his/her/its story? What can they do that is unique/special to this game? Can the player do several types of activities? (Driving, shooting, and so on.) Does the player ever change characters? What is the difference in play?
Cutscenes, Bonus Material Comps  How are the cutscenes going to be presented? When do they appear; in between levels? At the beginning and end of the game? What format have they been created in? (CG? Flash? Puppet show?) What material will the player be able to unlock? What incentive is there for the player to play again? What other games will be your competition upon market release?				