

Name: _____

Block: _____

Project planning worksheet

This worksheet will help you organize your thoughts and design your project before you get coding.
Having this plan is the first step to creating a great project!

Story

What is the background story for your project?

Our hero

Who is the hero for your game?

What do the Simulator Buttons control (D-Pad, A, B)?

Goals & Obstacles

What are the goals that the player needs to accomplish?

What obstacles prevent the player from achieving those goals?

What can the player do to overcome the obstacles?

Enemies

What kind of enemies does the player need to defeat?

How does each enemy move?

What can the player do to beat the enemy?

Points

How are points scored by the player?

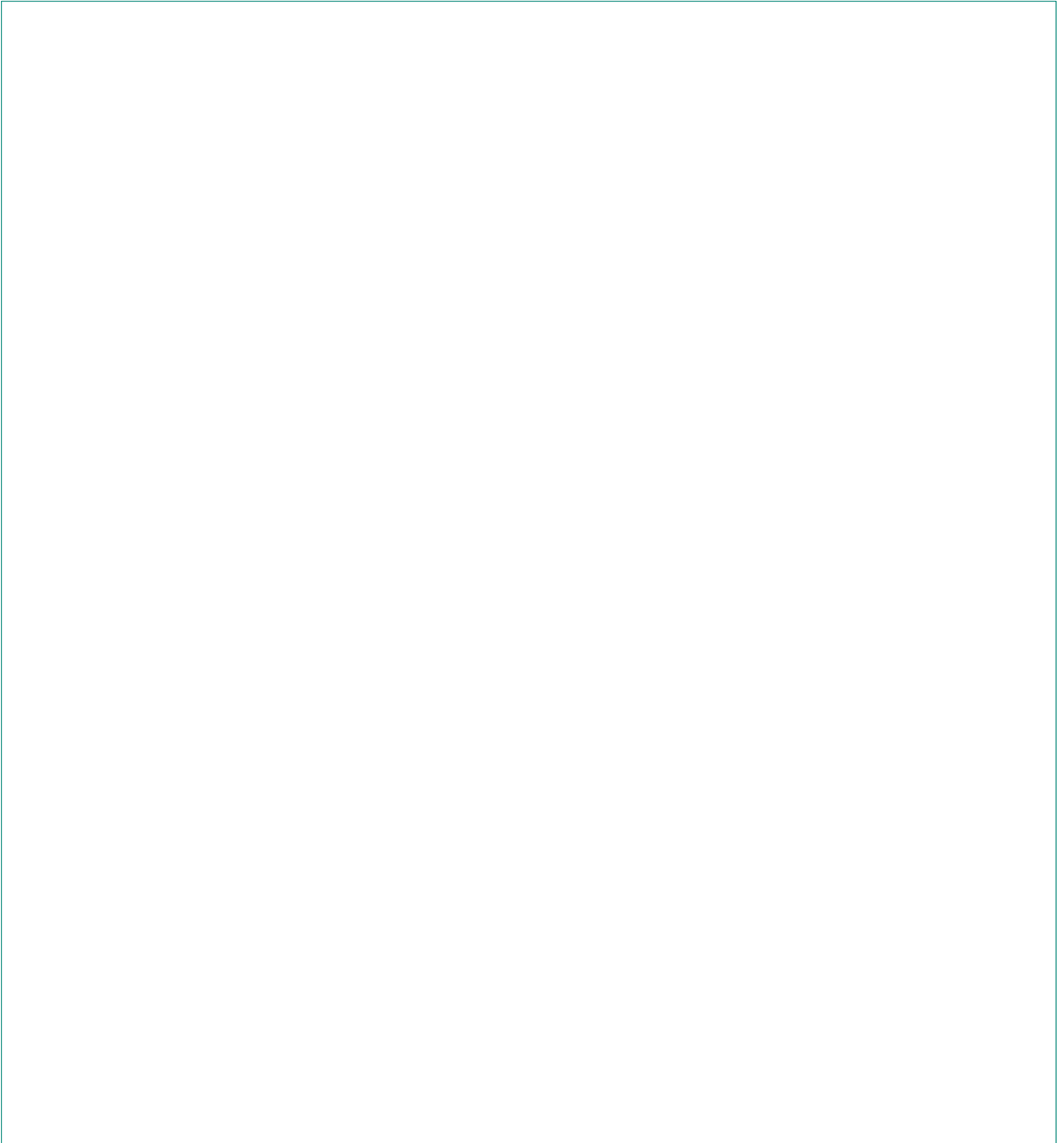
What other special items can the player collect?

Special Items

What special things would you like to add to the project?

Sketch of the Game

Make a simple sketch of what the game will look like while playing. Label different the elements.

A large, empty rectangular box with a thin black border, intended for a hand-drawn sketch of a game. The box is currently blank, providing a space for the user to draw and label game elements.