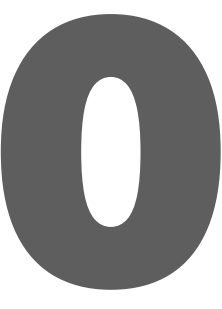

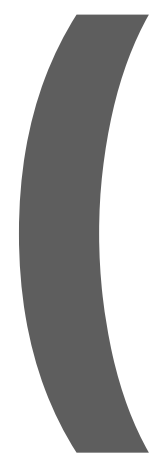

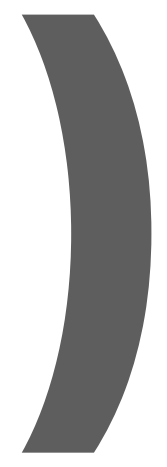

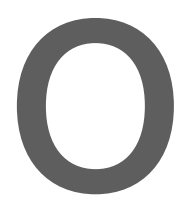

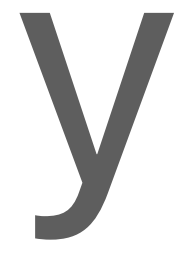

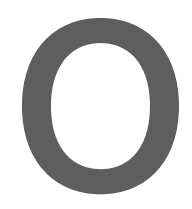

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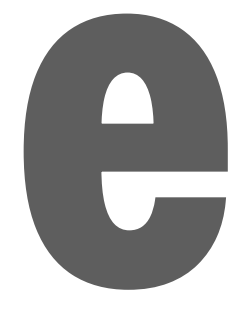

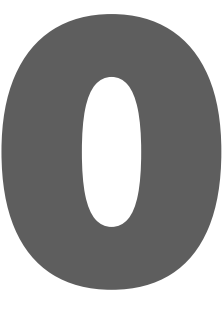

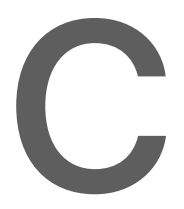
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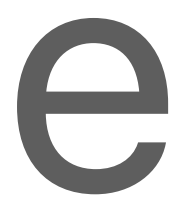

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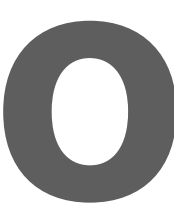

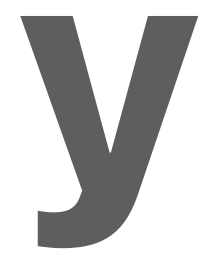

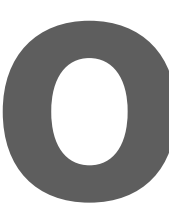

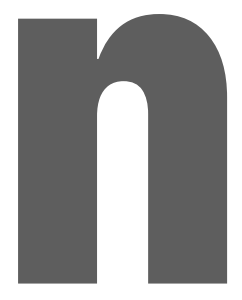

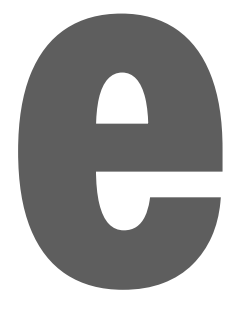

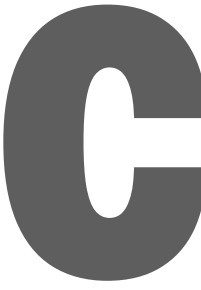

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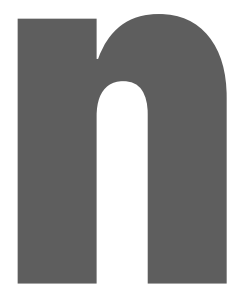

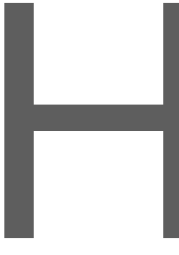

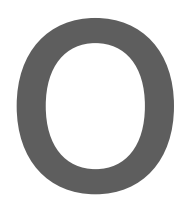

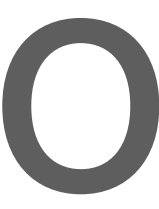

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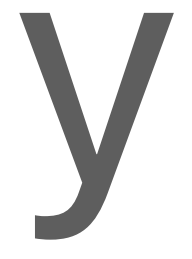

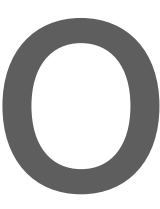

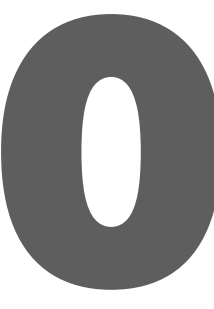

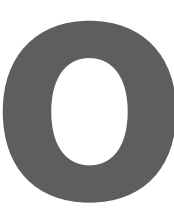

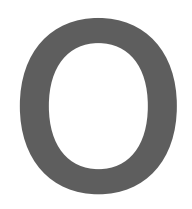

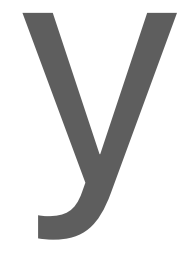

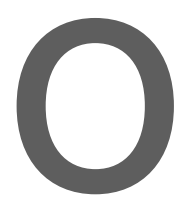

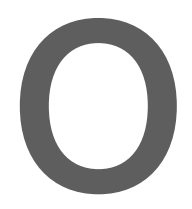

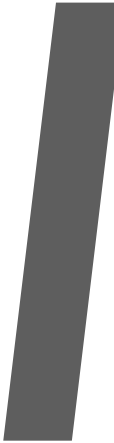

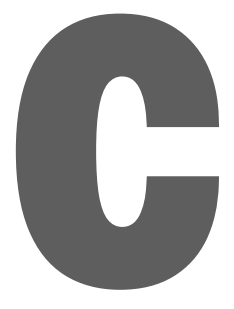

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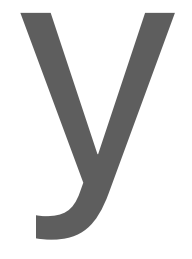
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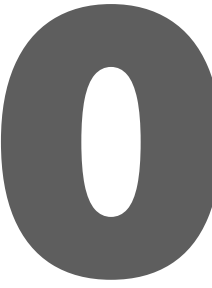
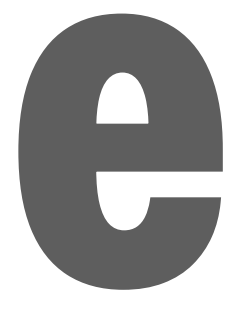
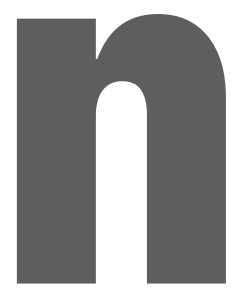






Game Design Elements

Game Design Elements

Goal(s)

What does the player need to **achieve**?

Restrictions

What restricts the player/what **cannot the player do**?

Interactions

How does the game **interact** with the player to keep them interested?

Plot

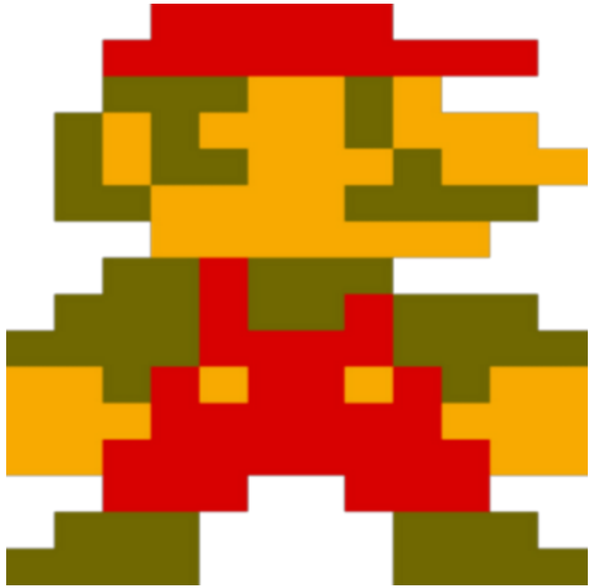
What **journey** does the player need to go through?

Visual/Music

What **catches** the player's eye/ear?

Momentum

What **pushes** the player?

Twists

What **surprises** make the game fun?