The following game elements need to be documented-

* Playing character vs nonplaying character (Playing chac controlled by player) (Pc controlled by player)
* Clearly defined goal
* Game story
* Rules of the game
* Balance (not to hard nor to easy)
* Adaptivity (game should get harder as it progresses)
* Elements of chance vs skill (there should be a health mix of predictability vs unpredictability in the game)
* Feedback (for ex – sounds score lives,)