Topic What is your game about?	Story and Objectives What do you do in your ga aim of it? How do you pro do you go backward or lo	gress or win? How	Rules What rules must playe	ers follow in your game?	Levels How does the game change as it progresses? How do you reach the next level? Does the game play change?	,
Values						
Values, morals, or ethics at the heart of your game					Character Design	
					Draw your character/s	
Purpose						
What do you want players to think/ feel/						
experience when they play your game?	Layout - Game Screen 1		Layout - Game Scree	an 2		
			Layout - Game Scree	511 2		
What do you want them to do as a result?						
Target Audience						
Who is your game aimed at?	Req: Sprites B	ackdrop# Audio	Req: Sprites	Backdrop # Audio	Assets	
	Layout - Game Screen 3	ackulop # Adulo	Layout - Game Scree	•	What other assets do you need? Audio?	
How does it suit them?			-		Backdrop Pictures? Other Characters?	
Game play						
What are the controls?						
	Req: Sprites B	ackdrop # Audio	Req: Sprites	Backdrop # Audio		
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