## Topic

What is your game about?

## Values

Values, morals, or ethics at the heart of your game

## Purpose

What do you want players to think/ feel/ experience when they play your game?

What do you want them to do as a result?

## Target Audience

Who is your game aimed at?

How does it suit them?

## Game play

What are the controls?

## Story and Objectives
What do you do in your game? What is the aim of it? How do you progress or win? How do you go backward or loose?

### Layout – Game Screen 1

| Req: | Sprites | Backdrop # | Audio |
|---|---|---|---|

### Layout – Game Screen 3

| Req: | Sprites | Backdrop # | Audio |
|---|---|---|---|

## Rules

What rules must players follow in your game?

### Layout – Game Screen 2

| Req: | Sprites | Backdrop # | Audio |
|---|---|---|---|

### Layout – Game Screen 4

| Req: | Sprites | Backdrop # | Audio |
|---|---|---|---|

## Levels
How does the game change as it progresses? How do you reach the next level? Does the game play change?

## Character Design

Draw your character/s

## Assets

What other assets do you need? Audio? Backdrop Pictures? Other Characters?