

<p>Topic</p> <p>What is your game about?</p>	<p>Story and Objectives</p> <p>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?</p>		<p>Rules</p> <p>What rules must players follow in your game?</p>	<p>Game play</p> <p>What are the controls?</p>
<p>Values</p> <p>Values, morals, or ethics at the heart of your game</p>			<p>Character Design</p> <p>Draw your character/s</p>	
<p>Purpose</p> <p>What do you want players to think/ feel/ experience when they play your game? What do you want them to do as a result?</p>	<p>Layout - Screen 1</p> <p>Draw your game screen layout</p>	<p>Layout - Screen 2</p> <p>Draw your game screen layout</p>	<p>Assets</p> <p>What other assets do you need? Sounds? Backdrop Pictures? Other Characters?</p>	
<p>Target Audience</p> <p>Who is your game aimed at?</p>	<p>Req: Sprites Backdrop Sounds</p>	<p>Req: Sprites Backdrop Sounds</p>		

