

# Game Development Worksheet

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Name (please print): \_\_\_\_\_

Team/Developer Name (Pick something cool): \_\_\_\_\_

## **Basic Information**

1. Game Title: \_\_\_\_\_

2. Concept (one sentence that captures basics of the game):

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3. What do you want your audience to feel?

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4. How will people interact with your program?

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5. States of game play and how user moves between them (provide a state diagram if possible).  
*You may wish to do this after you've defined the primary and secondary game play modes (defined below).*

**PRIMARY GAMEPLAY MODE**

Challenges (What is the player trying to accomplish?):

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Strategy (What can the player do to overcome the challenges?):

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Dynamics (How do the challenges and strategy change as the game progresses):

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**SECONDARY GAMEPLAY MODE**

*(Try and have two different levels or modes of play, at two different time scale.)*

Challenges (What is the player trying to accomplish?):

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Strategy (What can the player do to overcome the challenges?):

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Dynamics (How do the challenges and strategy change as the game progresses):

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## INTERNAL ECONOMY

For each resource in the game (money, points, ammunition, health, energy, time, etc.) list:

Resource	How it is produced/where it comes from?	How it is consumed/where it goes?
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How do you adjust these resources to change the difficulty of the game (balance it)?

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Does the game include positive feedback, if so what is it? Also describe any negative feedback.

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## VICTORY CONDITIONS

What are the victory or loss conditions?

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How does the player judge his/her progress towards the victory condition?

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If there is no victory condition, what is the player trying to accomplish?

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# INTERFACE DESIGN

Startup Screen

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Primary Mode Screen

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Secondary Mode Screen

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Additional Screen

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