

Proposal #2 - Game Worksheet – CISC 3600

Names (please print): _____

Team/Developer Name (Pick something cool): _____

Basic Information

1. Game Title: _____

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

3. What do you want your audience to feel?

4. How will people interact with your program?

5. **States of game play and how user moves between them - provide a state diagram.** *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?):

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

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

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?):

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

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

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)?

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

VICTORY CONDITIONS

What are the victory or loss conditions?

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

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

INTERFACE DESIGN

Intro Screen

Title/Start Screen

Primary Mode Screen

Secondary Mode Screen

PROGRAMMING OUTLINE

Movie Clips (MC):

What MCs will your game need? What are their properties and what they can do?

MC Class Name: Properties What does it do?

Other Objects: (Timers, Containers, etc.)

Variables: (Score, speed, ammo left, etc.)

Event Listeners: ex. hero.addEventListener(MouseEvent.CLICK, mclick)

Event Handlers: ex. function mclick(e:Event):void { };

Additional Functions: