

Game Proposal Worksheet – CIS 3.5

Part of CIS 3.5 Project III.

To be completed BEFORE you start programming.

Name (please print): _____

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 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/Goals (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.)

Challenges/Goals (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 (rewards), if so what is it? Also describe any negative feedback (punishments).

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?

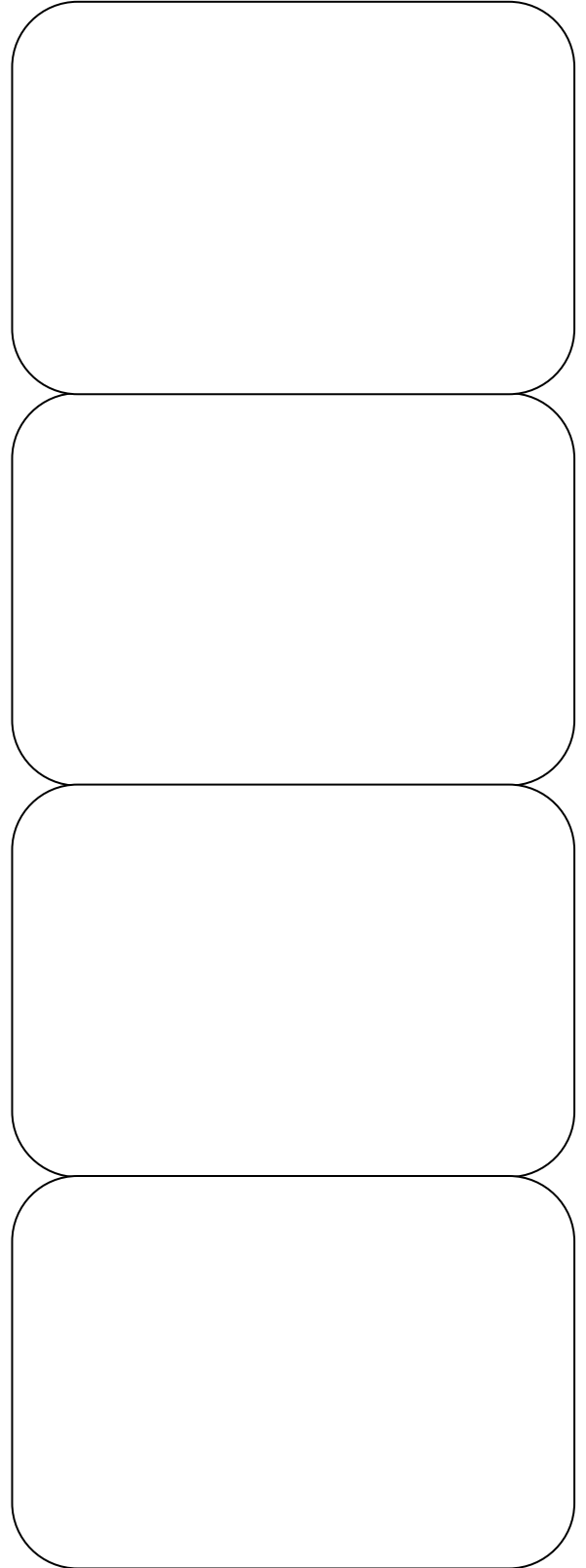
INTERFACE DESIGN

Startup Screen

Primary Mode Screen

Secondary Mode Screen

Additional Screen



PROGRAMMING OUTLINE

(Clearly identify each of the objects/sprites in your game.)

Object

(Name, Description)

Properties

(What are the facts about this object?
What does the object look like? How
many images will you need for it?
Where does it start? What are its states
(alive, dead, etc.)

Functions

(What does this object do?
Can it move? Can it change costumes?
Can it interact with other objects? Can
it interact with the player?)

[illegible]