Game Proposal Worksheet
To be completed BEFORE you start programming.

Names (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:

<table>
<thead>
<tr>
<th>Resource</th>
<th>How it is produced/where it comes from?</th>
<th>How it is consumed/where it goes?</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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.)

<table>
<thead>
<tr>
<th>Object (Name, Description)</th>
<th>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.))</th>
<th>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?)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>