

 **Name:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

 **Period:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**5 Essential Questions:**



1. **What type of game will you make?** (circle one)

 **Exploring/Story Racing**

 **The characters are free to move around The characters must follow a**

 **on their own and must complete a task specific path in a certain time**

1. **Who will be the main character?** (circle one)
2. **Kodu: slow but can jump**
3. **Rover: can jump and use drill/laser**
4. **Cycle: fast and can jump high**
5. **Jetty: fast and can fly up and down**
6. **Octo: can swim and go up and down**
7. **Saucer: very fast can fly up and down**
8. **Turtle: can move and hide in its shell**
9. **Other: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**





1. **What will be the objective?**

**What should your characters do? What is their goal in the game?**

***Examples: Collect coins, kill enemies, complete a race . . .***

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1. **What will be the challenges?**

**What will make the game difficult and entertaining?**

***Examples: Bad guys, obstacles, time limit . . . \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_***

1. **What will the world look like?**

**What will the world/level look like? Describe the look and feel of your world with words first, and then sketch a picture of your world in the space below.**

***Examples: Forest, City, Island, Racetrack . . . made of: Trees, bricks, grass, colors…***

***\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_***

 **6 Elements of a Good Game:**

* **Good environment/setting**
* **Clear directions/goals for the character**
* **Interesting story line**
* **Music and sound effects**
* **Talking creatures/objects**
* **Hidden secretes!**