Names \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Your unique game name is \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Space** - All games have a world in which they exist known as the space. It describes the look and feel of the game itself including:

* Visual space -
* Barriers -
* Colors -
* Sounds -

**Goal** - This is simple, how does someone win at this game? Something as simple as “score the most points” does not cut it. Think about how players can achieve the end goal and map that out.

**Components** - Add the characters and objects that exist in this world and how they are used to play the game. Examples of components could be obstacles, the heroes, the bad guys, vehicles, a maze, dice, etc. Make sure that all components serve some purpose in the game.

**Mechanics** - These are the actions that characters and other components can do, or have done to them, in the course of the gameplay. This element outlines all of the constraints put on your characters and helps create a level of difficulty for your game.

**Rules** - The rules are what guide a player through the game. It tells them what they can and cannot do in order to win. They not only describe how to play the game, but the rules also help shape the game play experience.