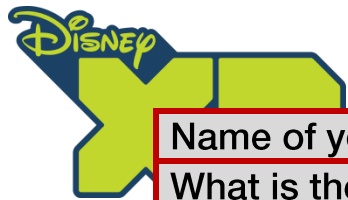




Game Concept – Designing your idea

Use the blank space below to brainstorm and sketch out detailed ideas for your games, including character and object designs as well as how things will work





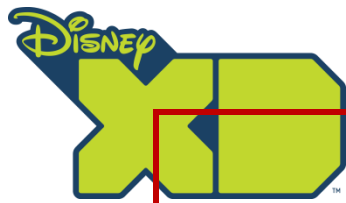
Name of your Game

What is the aim of the game, what is it about?

Is there a main character to the game? What does it do?

How do you win the game or move onto the next level?



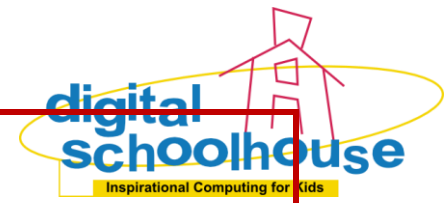
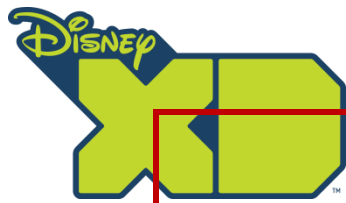


How does the game end?

Blank area for writing the answer to the question above.

What are the main rules of the game?

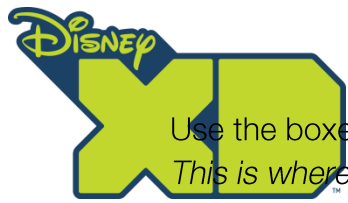




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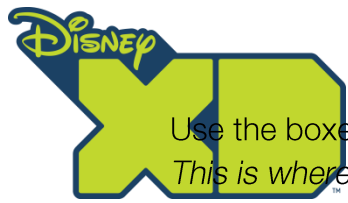


Use the boxes below to design the main 'scenes' within your game.
This is where you decide what your game will look like.



<i>Describe it here...</i>		
<i>Describe it here...</i>		





Use the boxes below to design the main characters and/or objects within your game.
This is where you decide what the objects within your game will look like.



<i>Describe it here...</i>		
<i>Describe it here...</i>		



