



#gamedesign

GAME DESIGN DOCUMENT - I**NOTE: Be as detailed as possible.***The more care you take when planning your game the more likelihood that you will have a working and complete game.***OBJECTIVE***What is the goal of the game?**(ie: collect coins, get through the maze, score points, etc)***OPERATION***How do you play the game?**(ie: Do you use the keyboard keys to move? Spacebar to jump/shoot? Mouse? Arrow Keys or WASD, etc)***OBSTACLES***What's the challenge that you have to overcome?**(ie: bad guys, a timer, running out of fuel, life meter, etc)***OUTCOME***What happens so that you know you have won or lost?**(ie: "You Won!" screen, "Sorry, you lost!" screen, celebration dance, etc)***OPTIONS***What features would you include in version 2 of your game, to expand it's "fun"?**(power-ups, extra lives, more time)*