## DRAG & DROP GAME PLANNING

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Examples: goo.gl/1ffAAL

- 1. Theme/Title:
- 2. Background Image:
- 3. "Body 1"(Thing that will stay still):
  - a. Moving Parts (At LEAST 4):
  - b. Music:
  - c. "Drop" Sounds:

4. Credits (What site did you get your sounds from?)