**** Department of Digital & Creative Technology

**DESIGN YOUR GAME MECHANICS My Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

Use this template to design your game’s mechanics

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| **GAME NAME** |  |
| **GENRE** |  |
| **TARGET AUDIENCE** |  |
| **USP (Unique Selling Point)** |  |
| **PROPOSED PLATFORM** |  |
| **PROPOSED PRICE (including downloadable content)** |  |
| **FLOWCHART** Using MS Visio (or hand draw) a flowchart to represent the flow of actions and decisions that happen throughout your game) |  |
| **LEVELS/ENVIRONMENTS** |  |
| **SOUNDS** |  |
| **PSEUDO-CODE** |  |
| **ALGORITHM** |  |
| **NARRATIVE** |  |
| **FX** |  |
| **GRAPHICAL TOOLS** |  |
| **REWARDS** |  |
| **TARGETS/GOALS** |  |
| **CONTROLS** |  |
| **USER INTERFACE (GUI & HUD)** |  |
| **TEXT STYLE & SIZE** |  |
| **ON-SCREEN MESSAGES** |  |
| **COMPETITIVE PRODUCTS** |  |
| **ADDITIONAL COMMENTS** |  |