

Planning your game

Name:

Name of game:

Audience:

Type of game:

- Paddle
- Maze
- Hide and seek
- Dress up
- Music
- Play music
- Pop bubbles
- Hand paddle

Characters (sprites):

Value propositions:

Scenes (backdrops):

1

2

3

4

How do you play the game?

How do you win/end game?

Logo/icon design:

USP: