

Put your game name here



Our team

Team member	Role
	Game Designer
	Artist/Visual Designer
	Programmer
	Storyteller
	Sound and Music Effects
	Tester(s)

Game overview

- What is your game about?
- How does the name of your game tell people what the game will be about?
- What is this year's theme?

Game details

- What are the goals or objectives of your game?
- What does the player do in the game?

Instructions

- How do you play your game? (e.g. arrow keys, mouse, space bar)
- How can the player move?
- How does the player finish the game/level?

Characters/important objects

- Are there things to look out for or collect? (e.g. bad guys, keys)
- Put pictures of your characters and important objects here

Audio elements

- What are the important sounds in your game?
- How did you make your sounds and/or music?

Reminder: Steps to success!

- I checked these things often while I was building my game to make sure they worked the way I wanted them to:

✓	✓			

The game opens and closes

Any timers and scoring

The controls

The objects

The sounds

The levels

Other _____

Testing

- Does your game work? Yes/no
- How many people tested your game?
- Provide some screenshots or examples of your testers feedback

Reflecting

- What changes did you make after your game was tested?
- What would you do differently next time?
- What are you most proud of?

