

Game design planning document

Student name: _____

Date: _____

Introduction

Use this worksheet as a planning tool when you design your game. The worksheet includes design templates for two types of games: *drag-and-drop* and *character movement*.

In drag-and-drop games, players must drag objects on the screen and position them in new locations, for example, to spell a word or solve a puzzle.

In character movement games, players use input controls to move one or more characters to accomplish a goal, such as following a path of discovery or interacting with objects on the screen. For example, the player might be asked to move the character from point A to point B. As the character moves, the game might present the player with randomly appearing objects. Some objects are meant to be avoided; others might represent positive interactions, such as gaining points or extending play.

Guidelines

You are to create either a drag-and-drop or a character movement game. When designing your game, be sure it meets the following minimum requirements:

Drag-and-drop games

- Introduction screen with game instructions.
- A button or other interaction that players must use to start the game.
- At least five drag-and-drop interactions required to complete the game. For example, if the player must unscramble a word to solve a puzzle, the challenge word must include at least five characters.
- A button to stop or pause the game mid-play.
- A “play again” button for starting a new game.

Character movement games

- Introduction screen with game instructions.
- A button or other interaction that players must use to start the game.
- A character that navigates a course. Include challenges such as objects or other characters to avoid, climb, or jump over.
- A button to stop or pause the game mid-play.
- A “play again” button used to start a new game.

Optional features for all games

- Scoring
- Timer
- Multiple plays (lives)
- Extra points (if scoring is included), additional time on the clock (if a timer is included), objects to collect for positive feedback (character movement game only)