

## With special thanks to Orwell Youth Prize 2023 Winner, Heike Ghandi, for creating this resource.

# GAME NAME

GAME OVERVIEW Give a short summary of what your game is about

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#### THEME How do you plan on tackling/answering this year's theme with your game?

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#### MAIN CHARACTER(S) Who are the main characters in your game? What do they look like? What do they want to achieve?

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### STORY OVERVIEW Outline what the storyline is and all the key plot points.

#### EXPOSITION What happens in the beginning of the game? What kicks off the inciting incident?

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#### RISING ACTION How do the characters progress towards the climax of the game?

#### How do character relationships change? Does game difficulty change?

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#### CLIMAX What is the central incident that the story has been building to?

#### Do characters defy expectations?

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#### FALLING ACTION What happens after the climax? Do any of the characters change because of it?

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#### RESOLUTION How does the story end?

#### How have the characters changed/stayed the same across the story?

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#### ***EXTRA SPACE FOR STORY NOTES***

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# GAMEPLAY

#### RULES What rules do the players need to follow?

#### How are players punished for not following them?

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#### GOALS What should the user achieve to pass the level?

#### What are the controls needed from the player to pass the level?

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#### GAME MECHANICS What abilities/ functions can be used to progress in the game?

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#### ITEMS AND POWER UPS What are useful items that can be collected?

#### How do they help the user?

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#### CHALLENGES How does the user progress/ how do you make it difficult for them to?

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#### REWARD How do you reward the player for completing a level/challenge?

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#### LOSING What happens if the user loses the level?

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### LEVEL DESIGN

#### FIRST LEVEL What will the first level be like?

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#### LAST LEVEL What will the last level be like?

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### ART AND SOUND (OPTIONAL)

#### ART STYLING What art styles will you use in your game?

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#### SOUND What genre of music will you use in your game?

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#### SIMILAR STYLE GAMES THAT ALREADY EXIST

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### DEMOGRAPHICS

#### DEMOGRAPHICS Who will play your game?

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#### PLATFORM What devices can you play the game on?

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