

Plan and start the build

technology

Words to use

Sprite · Movement · Lives

My game plan, fill this in before you build

A game designer decides these things first. Keep each answer to a line: you are building the first part of it today.

The player, who or what do you control?

Moving, how does it get around the map?

The danger, what must the player avoid?

Lives, how many do you start with and what takes one away?

After the build: what my game does so far

One feature I want to add next

