JGC Game Canvas

Game Name:

Designed by:

GOAL

What is the aim of the game?
How do you progress?
How do you win? When do you lose?

HERO

Who or what is the main playable character?
Where do they come from?
Why are they here?
What do they look like?

LEVELS

How does the game change as you progress?
When do the levels change?
How do you reach the next level?
What do the levels look like?
How does the game play change?

TARGET AUDIENCE

Who is the game aimed at?
How does the game suit them?

STORY

What is the story behind the game?
Why is the hero trying to achieve their mission?
What are the obstacles making the mission difficult?
How do you progress in the game?
Who are the characters?
Where do they live?

GAME PLAY

What are the controls?
How do you play?
How do characters interact?

ENEMIES

Who or what are working against your hero?
Where do they come from?
Why are they here?
What do they look like?

SCORING

Does your game have a score?
How do you get points?
Can you lose points? When do you win?
Do you have lives?
When do you lose?

THE WORLD

Where does your game take place?
What does it look like?
What does it sound Like?
What does it feel like?

ASSETS (ART & SOUND)

What are the other objects in the game?
What do they look like? Do they have animations?
Is there music?
Are there sound effects?
Is there a start screen?
Is there a gameover screen?

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