***CONCEPT DEVELOPMENT - BRAINSTORMING***

Developing a great concept for a game starts with the idea. In your design team, discuss the following elements. Write brief outlines that document your ideas for each element of your game idea based on your brainstorming.

Who are the designers for this game (names)?

Is this a one or two player game? Give the game a name.

Identify the **objective** of the game. What are the players (characters) supposed to do?

Explain the **setting**. What will the room look like?

Describe the **gameplay**. Include an example of a **strategy**.

What are the **controls** and (keyboard or mouse) for each player?

Describe motions or **actions** of player controlled sprites and objects. What do they do?

Explain the **scoring** and how it works (rewards and penalties).

Describe the varying **levels** of challenge and how the scoring changes from level to level.

Describe the details of art, **graphic assets** including **front end** and animated strips.

* Of the assets provided, what do you plan on using?
* What **graphic assets** will you need to create?

Describe the **audio assets** for sound effects and music.