Game-Based Learning Faculty Institute
May 12, 2014

**Game Design Template**

**Name of the game:**

**Type of game** - *Short description* that quickly tells people what the game is about or the core of the gameplay, e.g., *Risk, Carcassonne* and *Go* are strategy games about acquiring territory*

**Description** – *Short summary* of the entire game experience:

**Pitch** – Use *two sentences* to sell your game.

**Source** – Did you create the game? Were you inspired by any other games?

**Audience** – How many players? What ages can play the game?

**Space** – Where does this game take place?

**Time** – How long will the game last?

**Props** – What objects are needed?
Prep – What needs to be set up? How long will setup take?

Gameplay – Describe the entire experience in details from beginning to end.

Rules – What can players do or not do?

Goals – How do people win the game?

Variations – Are there different ways to play?

Game Design Notes – What were some of the challenges that you faced with your group? How could the game be improved?
**Iteration 1 Feedback** – What would you add/delete/modify & why?

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**Iteration 2 Feedback** – What would you add/delete/modify & why?

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**Iteration 3 Feedback** – What would you add/delete/modify & why?