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

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

**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?
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Iteration 1 Feedback – What would you add/delete/modify & why?

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

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