



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

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?