VIDEO GAME
DESIGN & TESTING DOCUMENT

Working Title: _____
This title can change later

COMPLETE BEFORE YOU BEGIN DEVELOPING

GAME GENRE: _____
What kind of game is this? A puzzle game, RPG, adventure, fighting, sports, platform game, etc...

SIMILAR GAMES: _____
Other games like yours. Choose successful, recent, and well known games.

GAME SUMMARY:
Tell the story of the game. Include characters, locations, tasks etc. that the player will encounter as they progress through the game. What will the game experience be like for the player?

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

UNIQUE SELLING POINTS:
Highlight cool and unique features. This is what will make your game interesting.
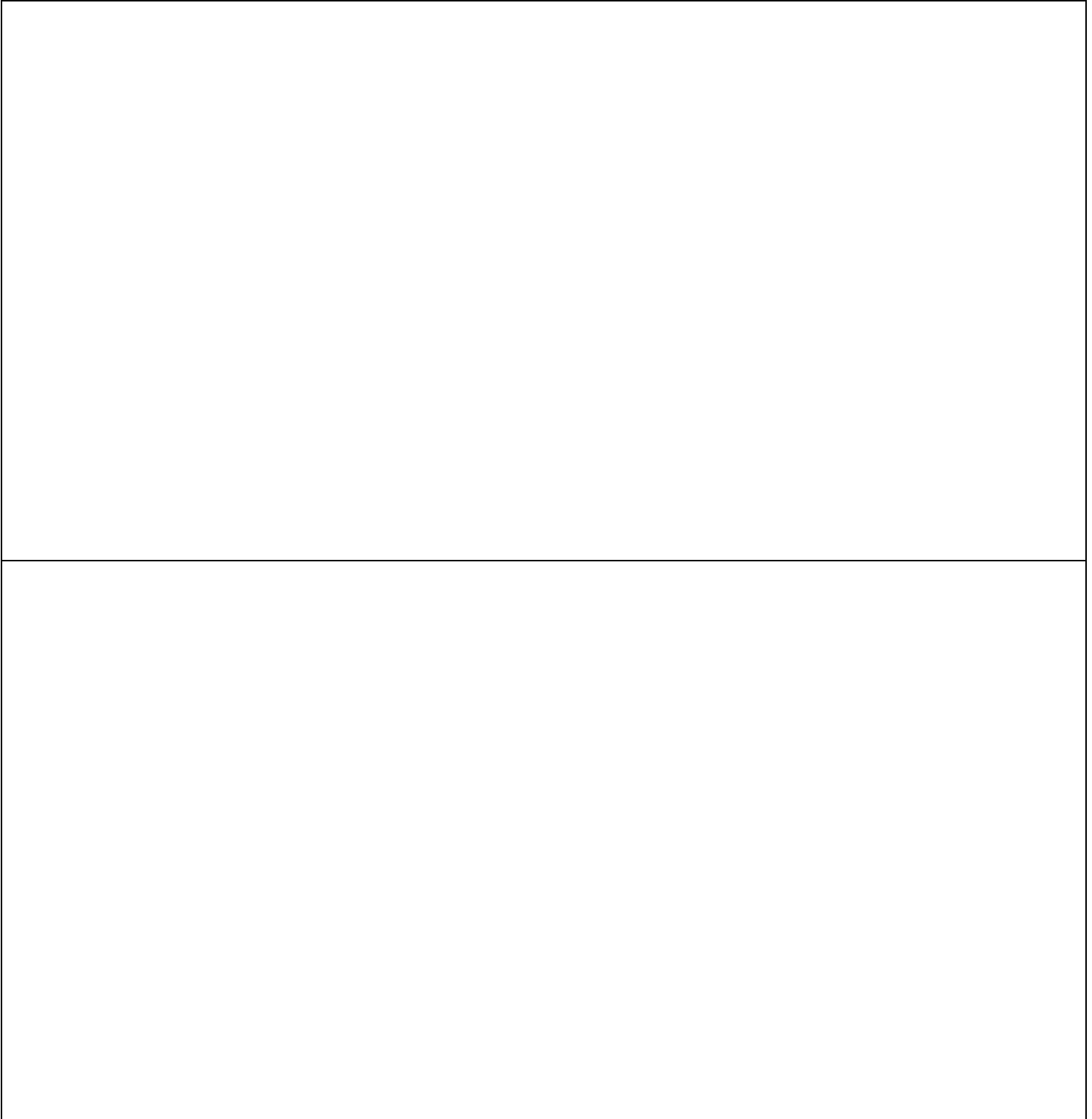
_____

_____

_____

_____

_____

_____

_____

SAMPLE SCREENS:

Draw 2 sample levels or examples of what the player might see when the play the game. Can be basic, but needs to be detailed enough for another person to understand what is going on.

HAVE CLASSMATE INITIAL BEFORE CONTINUING	HAVE INSTRUCTOR INITIAL BEFORE CONTINUING

COMPLETE AS YOU ARE TESTING YOUR GAME PROTOTYPE

Testing is critical to improving your game. Testers should provide specific, constructive feedback. "It wasn't fun," is not enough. "The boss level was two easy. Consider adding a timer," is an example of specific, constructive feedback.

You must test four (4) games minimum and give two (2) suggestions for each.

FEEDBACK	PERSON TESTING: