

GAME WORLDS - Ideation sheet

Farm Home/suburban Supernatural Futuristic
Fantasy Ancient/historical Real world modern Other_____

Perspective

Isometric

1st person 3D

Scrolling platformer

3rd person 3D

Top down

Game Environment

Draw or describe examples of objects, landscape and building features that make up the environment of your world.

Character sketch

Character sketch

Abilities & actions

Sketch or describe your playable character's abilities and actions they can perform

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Game experience

☐ Single player ☐ Co-operative play
☐ Multiplayer ☐ Other _____

You have **12 points** to spend on the emotions
you want players to *feel* within your game
world

1 2 3 4 5

Relaxed					
Energised					
Adventurous					
Awestruck					
Stressed					
Challenged					
Other					

Game mechanics

How the player **interacts** with the world through the playable character's actions

A handwriting practice grid consisting of 6 rows and 11 columns of dashed lines. Each row contains 11 horizontal dashed lines, and there are 6 such rows stacked vertically.