

Play Worksheet

Group:.....

Genre

What genre did you choose?

Title

What is the title of your game?

Goal

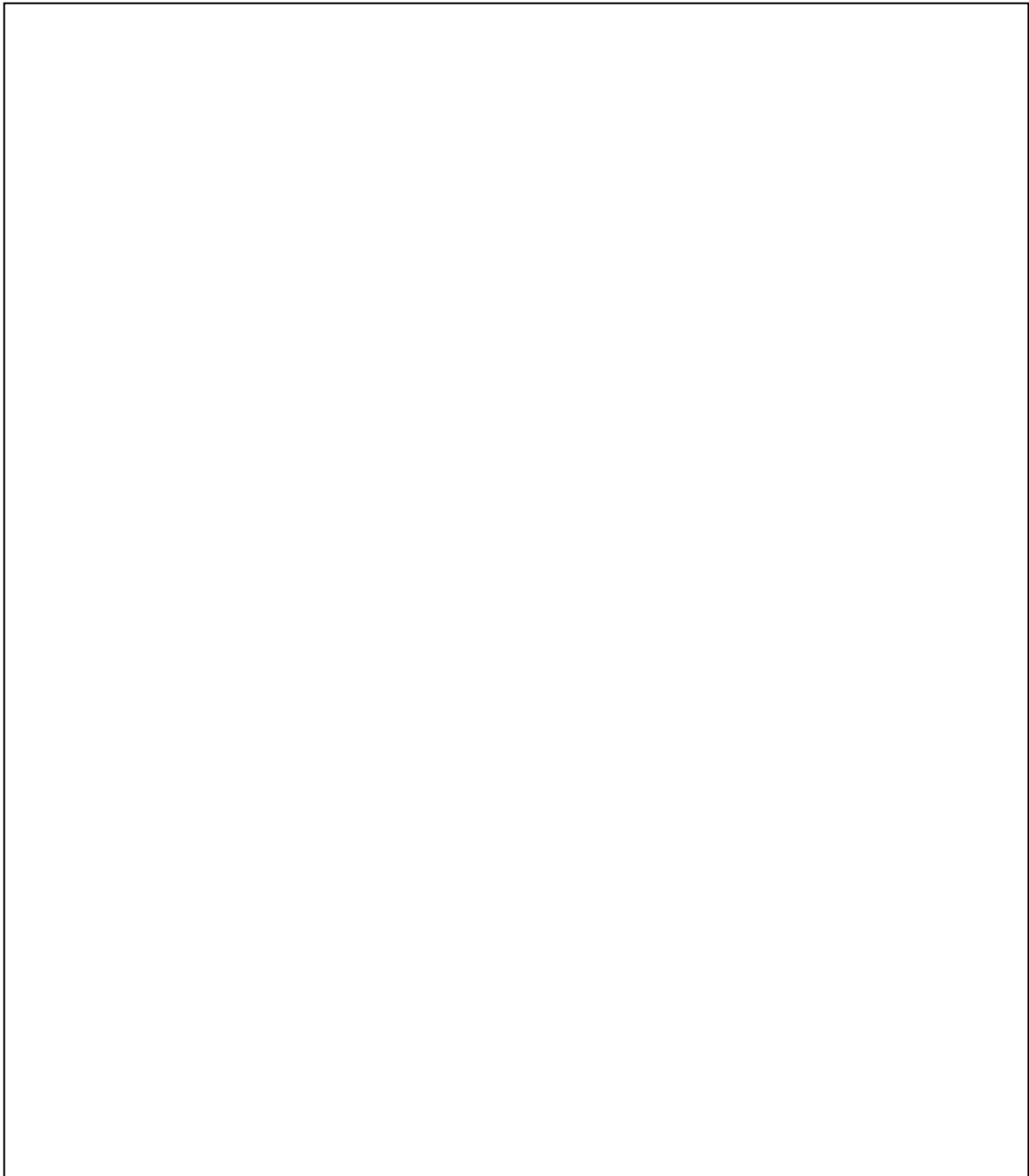
A goal is an explicit or implicit statement at the beginning of the game that explains what the player needs to do. It defines the sort of in-game objectives, like saving the princess or planet earth, that players need to achieve to reach the desired end-state. In thinking about this, it is also useful to consider the type of genre(s) to which the game belongs, as they largely determine what sort of goal(s) the game has. To define the goal consider the following questions:

- What is or are the goals IN the game?
- How does the player know when this goal or these goals are achieved?

Gameplay

Consists of a combination of the challenges players face, the actions that are available to them, the way they execute these actions, and the rules that connect all of these previous elements. The rules, for example, tell what the consequences are of executing an action.

- What challenges does the game offer?
- What actions can players perform to overcome these?
- What are the rules of the game?



Gameworld

Playing a game takes place in a fictional play space called the gameworld. Such a gameworld can be looked at from a physical, temporal, environmental, emotional, and ethical dimension. In thinking about these dimensions, elements, like graphics, audio, and text, have to be considered. It is further incredibly important to look into the coherence of the gameworld: every part has to be made explicit and connected to other parts. To see the linkages, it helps to draw a diagram.

- Where and when does the game take place?
- What is the look & feel of the game?
- What is the story?
- What happens in the game and how does it possibly end?
- What other types of aesthetics play a role?
- How does everything fit together?



Technology

In designing and facilitating a game, technologies (e.g., game engines, hardware, Internet) are used. These technologies make a lot possible but also have their restrictions in what can be accomplished. For designing a game, it is for this reason necessary to carefully consider what to employ.

- What technologies are used for the game and how are they used?
- What are the affordances and limitations of these technologies?

