

This template is designed to help you write a game design concept entry for the Orwell Youth Prize 2023 on the theme: 'Who's in Control?'



GAME DESIGN TEMPLATE

Give your game a name (think short, sharp and catchy!)

Give an overview of your game in 1 or 2 sentences:

Give us a sense of what your game looks like, with a written description of the world (3-4 sentences)

Give us some more clarity around the rules, goals, challenges and rewards within the game (3-4 sentences)

Who are the characters? Do players choose a character? Are there heroes/villains? What do they look like, how do they behave, what do they want to achieve? (3-5 sentences)

Starting position – how does the game commence? (2-3 sentences)

Give us an idea of some of the in-game events, tasks, conflicts and decisions which characters will carry out (4-5 sentences)

Where will the game end up? Give us an idea of a potential finishing outcome(s). (2-3 sentences)

Who is your intended audience? How do you want them to feel when playing the game? (2-3 sentences)