



*With special thanks to
Orwell Youth Prize 2023 Winner,
Heike Ghandi, for creating this resource.*

GAME NAME

GAME OVERVIEW Give a short summary of what your game is about

STORY

THEME How do you plan on tackling/answering this year's theme with your game?

MAIN CHARACTER(S) Who are the main characters in your game?
What do they look like? What do they want to achieve?

STORY OVERVIEW Outline what the storyline is and all the plot points.

EXPOSITION What happens in the beginning of the game? What kicks off the inciting incident?

RISING ACTION How do the characters progress towards the Climax of the game?
How do character relationships change? Does game difficulty change?

CLIMAX What is the central incident that the story has been building to?
Do characters defy expectations?

FALLING ACTION What happens after the climax? Do any of the characters change because of it?

STORY OVERVIEW CONTINUED

RESOLUTION How does the story end?

How have the characters changed/stayed the same across the story?

EXTRA SPACE FOR STORY NOTES

GAMEPLAY

RULES What rules do the players need to follow?
How are players punished for not following them?

GOALS What should the user achieve to pass the level?
What are the controls needed from the player to pass the level?

GAME MECHANICS What abilities/ functions can be used to progress in the game?

ITEMS AND POWER UPS What are useful items that can be collected?
How do they help the user?

CHALLENGES How does the user progress/ how do you make it difficult for them to?

REWARD How do you reward the player for completing a level/challenge?

LOSING What happens if the user loses the level?

LEVEL DESIGN

FIRST LEVEL What will the first level be like?

LAST LEVEL What will the last level be like?

ART AND SOUND (OPTIONAL)

ART STYLING What art styles will you use in your game?

SOUND What genre of music will you use in your game?

SIMILAR STYLE GAMES THAT ALREADY EXIST

DEMOGRAPHICS

DEMOGRAPHICS Who will play your game?

PLATFORM What devices can you play the game on?