

Design Concept Planner Template

Team Members:			
Game Design Concept Number:		Name or Description of Game:	
Design Brief Requirements			
Gamification <ul style="list-style-type: none"> • Is there a 'winner' or a 'winning outcome'? What is it? • What are the rules? • What is the difficulty level and the target age group of players? • How many turns will each player get? 			
Sustainability <ul style="list-style-type: none"> • What materials will you need to make the game? (Make a list) • Are the materials environmentally sustainable? Why? • Are the materials easily available to your team? How? • How will you dispose of the materials after you're done with the game? 			
Dynamism <ul style="list-style-type: none"> • What is the 'moving part' in your sideshow game? • How does it move? (Is it thrown, flicked, rolled, flung...?) • Is the moving part safe for children? • Will you be able to control and retrieve the moving part easily? 			
Time Efficiency <ul style="list-style-type: none"> • How long will the game take each player to play? (Should be <5 mins) • How many turns will each player get? • How will you charge 'per player'? • How long will the game take to set up? To pack away? 			