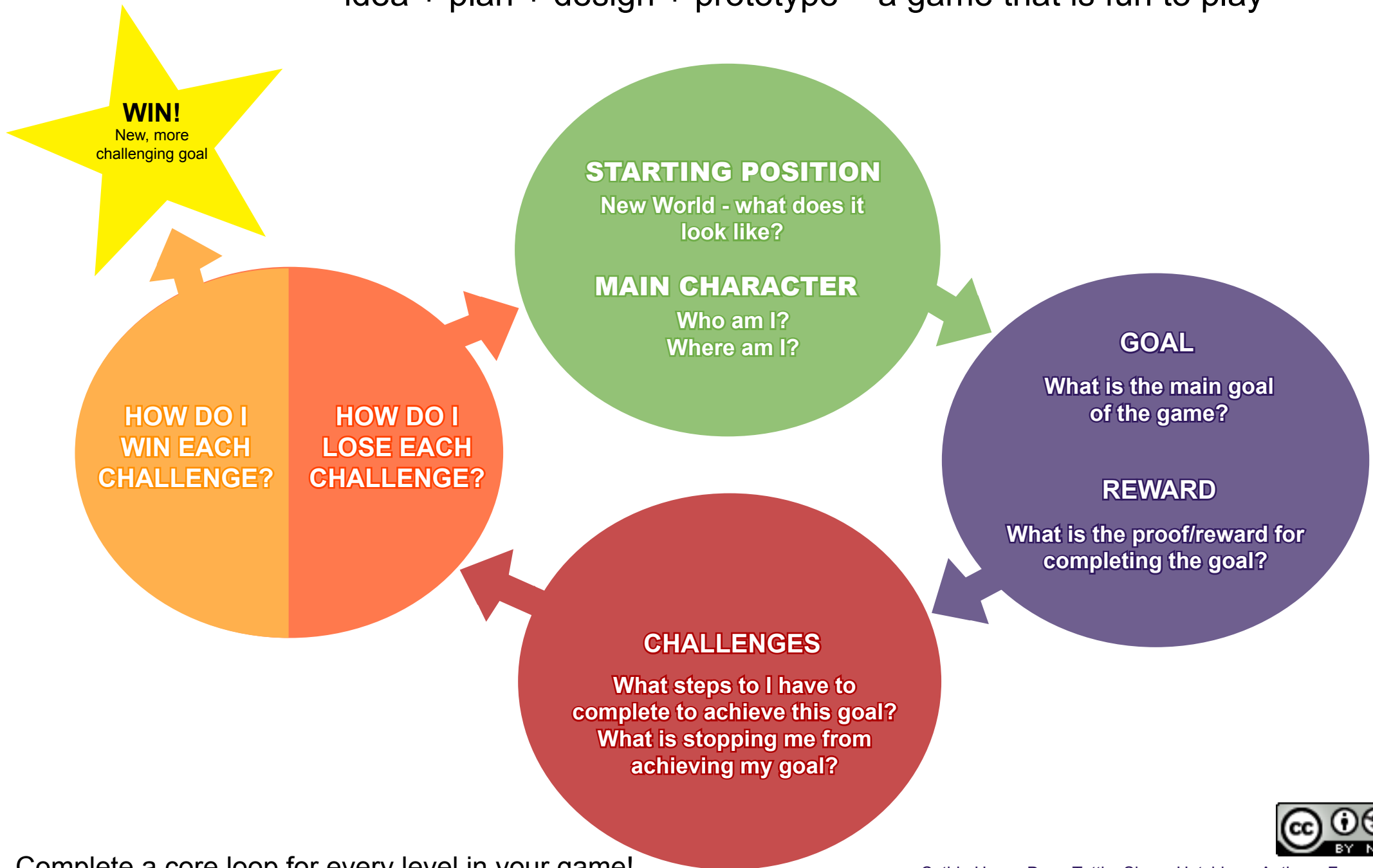
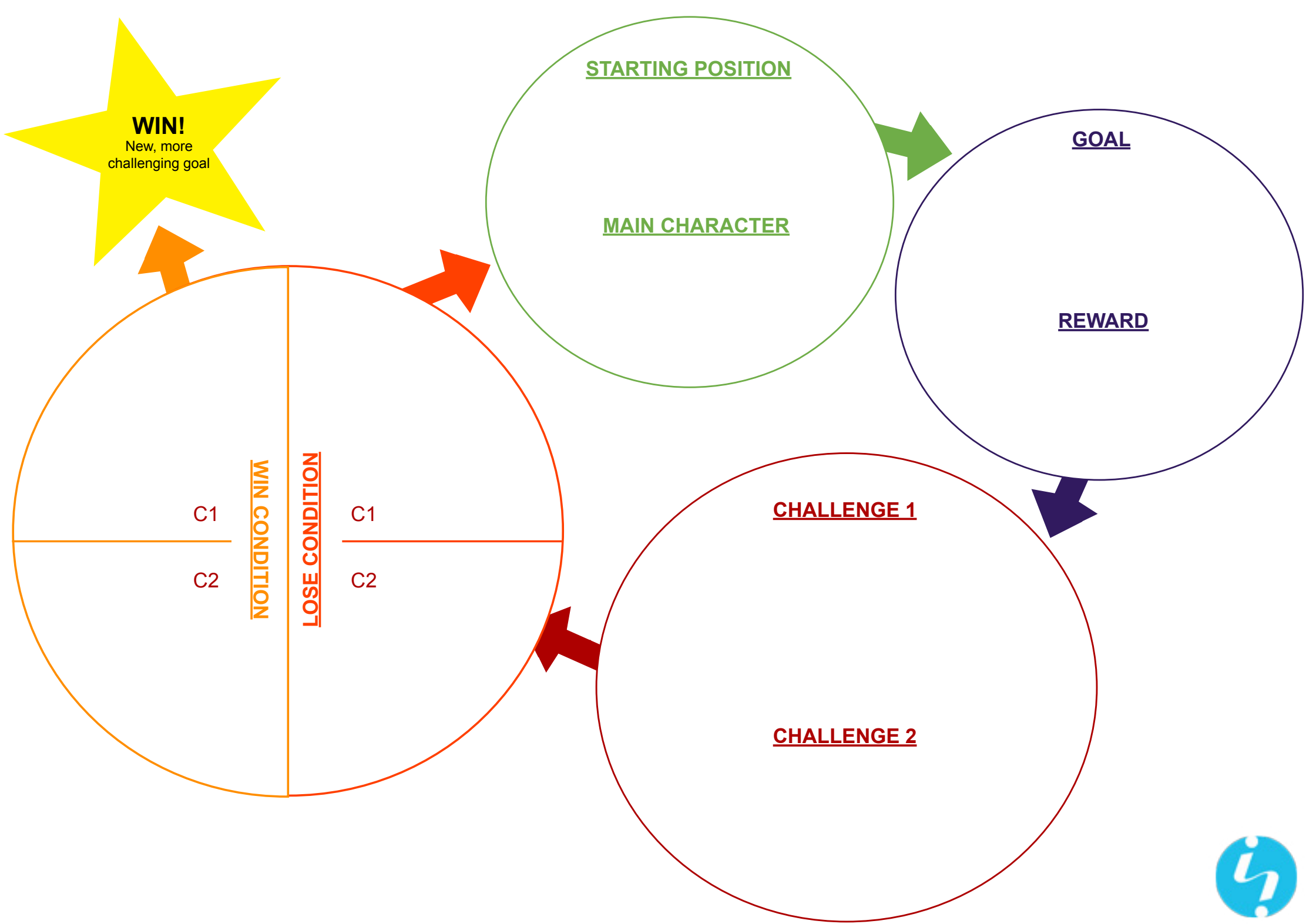
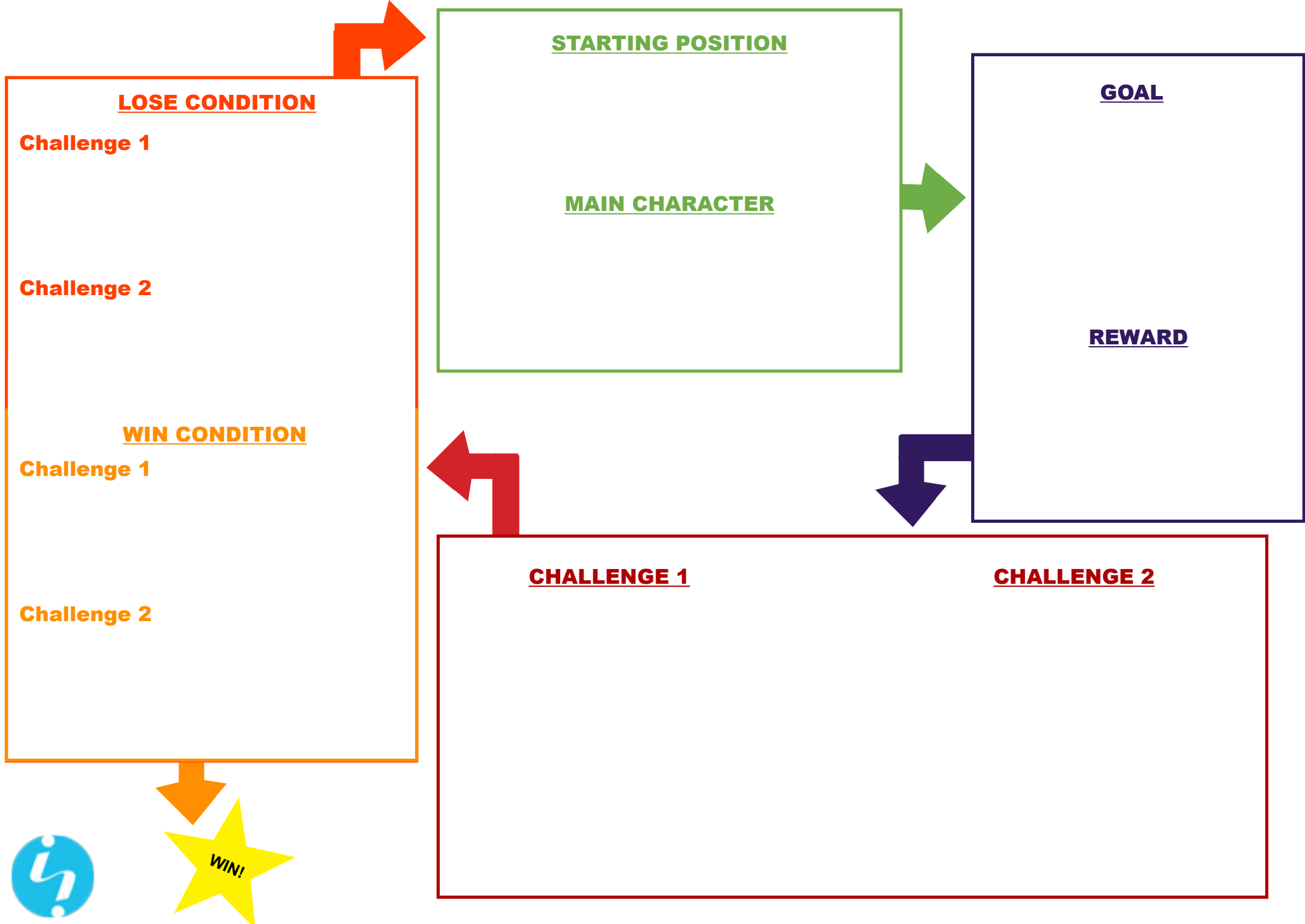


# CORE LOOP

idea + plan + design + prototype = a game that is fun to play







**LOSE CONDITION**

**Challenge 1**

**Challenge 2**

**WIN CONDITION**

**Challenge 1**

**Challenge 2**

**STARTING POSITION**

**MAIN CHARACTER**

**GOAL**

**REWARD**

**CHALLENGE 1**

**CHALLENGE 2**

**WIN!**

