

CORE LOOP

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



HOW DO I **WIN EACH CHALLENGE?**

HOW DO I LOSE EACH **CHALLENGE?**

STARTING POSITION

New World - what does it look like?

MAIN CHARACTER

Who am I? Where am I?

GOAL

What is the main goal of the game?

REWARD

What is the proof/reward for completing the goal?

CHALLENGES

What steps to I have to complete to achieve this goal? What is stopping me from achieving my goal?





