SCRATCH GAME PROPOSAL & WORKSHEET

Name (please print): __________________________________________

Team/Developer Name (Pick something cool): _______________________

Basic Information

1. Game Title: _________________________________________________

2. Concept (one sentence that captures basics of the game):
   _____________________________________________________________
   _____________________________________________________________

3. What do you want your audience to feel?
   _____________________________________________________________
   _____________________________________________________________

4. How will people interact with your program?
   _____________________________________________________________
   _____________________________________________________________

5. Does the game include positive feedback, if so what is it? Also describe any negative feedback.
   _____________________________________________________________
   _____________________________________________________________

6. What are the victory or loss conditions? If there is no victory condition, what is the player trying to accomplish?
   _____________________________________________________________
   _____________________________________________________________

7. How does the player judge his/her progress towards the victory condition?
   _____________________________________________________________
   _____________________________________________________________
**PRIMARY GAMEPLAY MODE**

Challenges (What is the player trying to accomplish?):
____________________________________________________________________
____________________________________________________________________

Strategy (What can the player do to overcome the challenges?):
____________________________________________________________________
____________________________________________________________________

Dynamics (How do the challenges and strategy change as the game progresses):
____________________________________________________________________
____________________________________________________________________

**SECONDARY GAMEPLAY MODE**

*(Try and have two different levels or modes of play, at two different time scale.)*

Challenges (What is the player trying to accomplish?):
____________________________________________________________________
____________________________________________________________________

Strategy (What can the player do to overcome the challenges?):
____________________________________________________________________
____________________________________________________________________

Dynamics (How do the challenges and strategy change as the game progresses):
____________________________________________________________________
____________________________________________________________________
INTERFACE DESIGN

Startup Screen

Primary Mode Screen

Secondary Mode Screen

Additional Screen
## PROGRAMMING OUTLINE
(Clearly identify each of the objects/sprites in your game.)

<table>
<thead>
<tr>
<th>Object</th>
<th>Properties</th>
<th>Functions</th>
</tr>
</thead>
<tbody>
<tr>
<td>(Name, Description)</td>
<td>(What are the facts about this object? What does the object look like? How many images will you need for it? Where does it start? What are its states (alive, dead, etc.))</td>
<td>(What does this object do? Can it move? Can it change costumes? Can it interact with other objects? Can it interact with the player?)</td>
</tr>
</tbody>
</table>

| Stage (permanent object) | | |
|--------------------------|-------------------|
|                          |                   |
|                          |                   |
|                          |                   |
|                          |                   |
|                          |                   |
|                          |                   |