

Please play my game CHOMP and then read it's Gameplan before starting this sheet. <http://www.techellenttraining.com.au/downloads.html#gamemaking>

Keep your descriptions as brief as possible

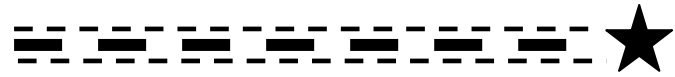
My Game Name.....by.....

My game is a (Tick at least 1) - Maze type chase type Destroy type create things win things find things race things
answer things build things avoid things other – Describe.....

SETTING -(ROOM) Describe the first setting (scene) for your game e.g. a maze in outer space with planets in it

CHARACTERS – (SPRITES) Describe the players in your game i.e. who is moving, who is the target /baddie, or any other objects your character interacts with or needs to avoid or hit e.g. like comets, aliens, my spaceship

ACTION – (EVENTS) Describe how the characters interact and move eg. Who is avoiding, chasing, destroying etc



SCORING- Based on the action in your game described above , what happens in the game to score points or move up a level. Eg. My spaceship destroys alien spaceships and lands safely on a planet. Note : your game may have many levels depending on how fast you work

How many points for each action.

How many points to go up a level.

SCORING- Based on the action in your game described above , what happens in the game to lose points and re-start the game. E.g. My spaceship is hit by alien fire or a comet or I hit a planet. Note : your game may have many levels depending on how fast you work

How many points for each action.

How many points to restart game/go back a level

DESCRIBE YOUR GAME- This is the description of the game , rules and how to play that players will read in your game instructions (see CHOMP instructions)

BRING THESE SHEETS TO CLASS WITH YOU – YOU CAN SKETCH ON THE BACK