

Story Development

Name:

What makes your game exciting?
Overall:

Your “oh wow” moment:

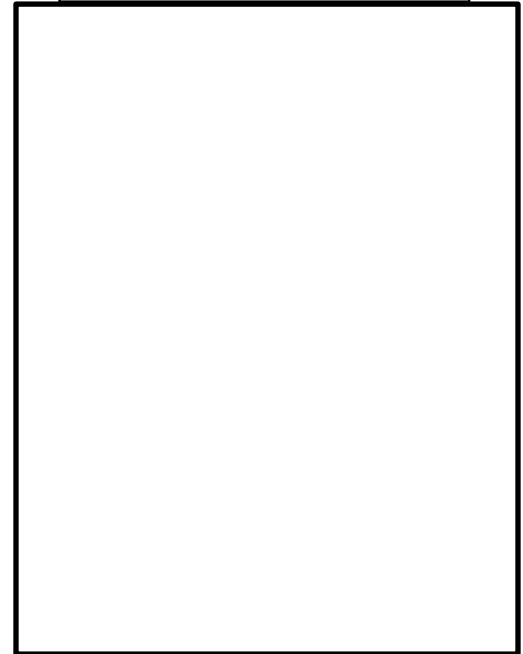
Player’s Weapon:

Enemy they will be facing:

“Slice” of story you will be focusing on:

Sequence of events that will happen in the story slice:

Player Character Quick Sketch



Enemy Quick Sketch

