

Game Design Story Development

Student Name:

Game Name:

Give an overview of the story of your game:

What makes your game exciting/fun/different?

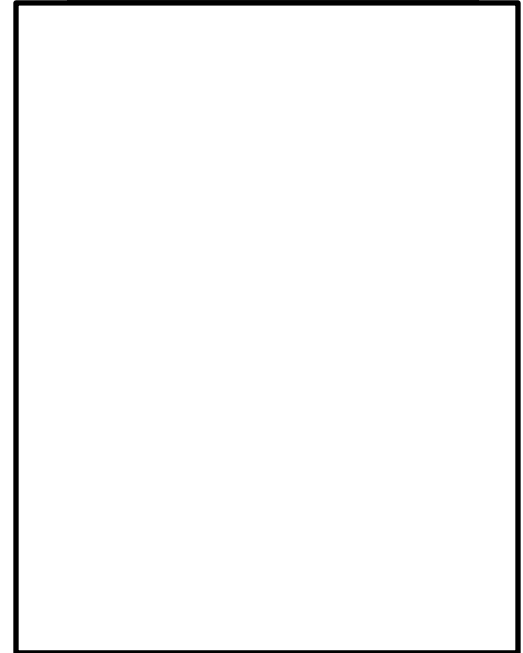
Player's Weapon:

Enemy the player will be facing:

"Slice" (two levels) of story you will be focusing on:

Sequence of events that will happen in the game (use back side):

Player Character Quick Sketch



Enemy Quick Sketch

