**Coding Club**

Game Design Template

##### **by \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

##### 

**Ask & Imagine**

What is your project about?

How will your project work?

What are the rules?

What are the goals?

How do you start?

How do you end or win?

Plan: Technical

## The Stage will look like this

|  |  |
| --- | --- |
|  |  |

## 

## The Sprites will be these

|  |  |  |
| --- | --- | --- |
|  |  |  |

## The player will do these things:

Plan: Game Flow

**Describe what happens when it happens, how to win, etc.**

Sound Effects/Music

**Background music**

|  |  |  |
| --- | --- | --- |
| **Sprite** | **Sound effect** | **To be recorded** |
| **1**  **2** |  |  |

*Team Member Jobs*

## \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ will work on \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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## Together we will work on:

## 

Create & Improve: Schedule & Testing

(to be filled out during Design review: ./../2021)

Week 1 Develop (Specify the part of the game you will be developing)

Week 2 Develop (Specify the part of the game you will be developing)

Week 3 Develop (Specify the part of the game you will be developing)

Week 4 Finish & Test

Week 5 Showcase