Fast Challenge!

Due today!

Game Designer’s Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Game Designer’s Class:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Date:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Holiday Game Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Holiday Intro Message: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Holiday Win Message: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Holiday Goal & Rules:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Holiday Game Tips and Tricks: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**The Easiest Hardest Holiday Game In The World Constraints:**

**\_\_\_\_ Three level game**

**\_\_\_\_ 1 Platformer Level**

**\_\_\_\_ 1 Top-Down Maze Level**

**\_\_\_\_ 1 Really Easy Level**

**\_\_\_\_ 1 Really Hard Level**

**\_\_\_\_ 1 Balanced Level**

**\_\_\_\_ All levels must be beatable by the game designer him or herself**

**\_\_\_\_ Holiday themed (all labels and messages are Game Space related)**

**Level Constraints:**

**Easiest Level:**

**Level One Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Level Intro Message:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Level Win Message:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Level Perspective: Top Down (Maze) or Platformer**

**Includes:**

**\_\_\_\_1 avatar**

**\_\_\_\_5 types of blocks max**

**\_\_\_\_1 or 2 goals**

**\_\_\_\_Between 0-10 enemy sprites, 4 kinds max**

**\_\_\_\_1 Background**

**\_\_\_\_Music**

**\_\_\_\_Points**

**\_\_\_\_Game system pieces > time, lives, point count**

**\_\_\_\_A label in the game**

**\_\_\_\_A Holiday greeting and the rules for the game**

**Hardest Level**

**Level Two Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Level Intro Message:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Level Win Message:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Level Perspective: Top Down (Maze) or Platformer**

**Includes:**

**\_\_\_\_1 avatar**

**\_\_\_\_5 types of blocks max**

**\_\_\_\_1 or 2 goals**

**\_\_\_\_Between 0-10 enemy sprites, 4 kinds max**

**\_\_\_\_1 Background**

**\_\_\_\_Music**

**\_\_\_\_Points**

**\_\_\_\_Game system pieces > time, lives, point count**

**\_\_\_\_A label in the game**

**\_\_\_\_A Holiday greeting and the rules for the game**

**Balanced Level**

**Level Three Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Level Intro Message:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Level Win Message:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Level Perspective: Top Down (Maze) or Platformer**

**Includes:**

**\_\_\_\_1 avatar**

**\_\_\_\_5 types of blocks max**

**\_\_\_\_1 or 2 goals**

**\_\_\_\_Between 0-10 enemy sprites, 4 kinds max**

**\_\_\_\_1 Background**

**\_\_\_\_Music**

**\_\_\_\_Points**

**\_\_\_\_Game system pieces > time, lives, point count**

**\_\_\_\_A label in the game**

**\_\_\_\_A Holiday greeting and the rules for the game**