The Game Design Canvas

GAME NAME:

PLATFORM

What OS and devices are supported at launch?
Do you have a release date in mind?

GAMEPLAY

What are the rules, time constraints, or other factors that act on the players input?
How do players win?
What makes the goals hard?
What provides variation, how do you avoid being repetitive?

LEVELS

Rewards vs punishment

AUDIENCE

What are the sales channels that will be used to reach target players/users?
Is there a pre-existing community of interest?

STORY

What's the concept or story?
What is the setting, where does it take place?
Short summary of the story.

HERO

What's your hero's abilities?

ENEMIES

Describe the type of enemies the player will encounter.
Are there bosses? What are their abilities?
How can the player defeat them?

SCORING

Describe the type of enemies the player will encounter.
Are there bosses? What are their abilities?
How can the player defeat them?

EXTRAS

Why are you developing this game?
Are there any learning or business objectives driving this project?