G­ame Development Design Brief

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| Game Name | Game Icon | Monthly calendarDate | InformationVersion | Notes By: |
| TeamTeam Members | LightbulbGame ConceptDescription of your concept or idea |
| HelpProblemWhat is the problem you are solving | CraneMVPThe simplest version of your concept, identify which features are required for the minimal digital solution to the issue |
| Smart PhonePlatforms |
| SignpostExisting Games |
| UserTarget GroupThe audience you aim to target | GearsCharacteristicsIdentifying features of the Game |
| NetworkCore FeaturesCore features of your Game and their prioritization. Decide the order for the features to be developed, with the MVP features placed first | RibbonSuccess Factors and RisksFactors that will help you succeed. Identify and note potential risks, being sure to identify strategies to minimise these risks |
| PuzzleMain Components What are the main elements, objects and components of your Game |
| EyeVisionWhat would you like to accomplish within a certain timeframe |

Design Plan Algorithms

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| HierarchyAlgorithms - pseudocode For each feature/component, represent the required attributes and related algorithms using pseudocode, with a brief description and code design (pseudocode) | HierarchyAlgorithms - Flowchart ([draw.io](https://www.draw.io/))For the main feature/component, represent the required attributes and related algorithms using a flowchart |

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| PencilUI/UX Design ([draw.io](https://www.draw.io/))Wireframe the Game user interface and experience. |

Project Plan

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| ChecklistTimelineThe order features are to be developed and mark as completed.The time allocated for a feature should include testing time as well as coding time.Allocate time for user testing of the digital solution at key times during its development, and when the development is complete | ChecklistModificationsDocument modifications made, give a brief reason for the change, addition or deletion of a feature or any modification.  |