

# Starlink: Battle for Atlas

Worksheets



These worksheets should be used to complement the activities in the Starlink workshop .



# Starlink: Battle for Atlas

Activity U1

## Initial ideas.

ENVIRONMENT	GENRE	GOAL	RULES
SPACE	ARCADE	SURVIVE	AVOID ENEMIES

Use the space below to mind-map and sketch out detailed ideas for your game, including character and object designs as well as how things will work.

Character

Mechanics

Platform / Controller

Theme



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## Game design document.

Answer the questions below to help you write a game design document for your game.

Name of your game
Who is the audience of your game? (Who will play it?)
What is the aim of the game, what is it about?
Is there a main character to the game? What does it do?



How do you win the game or move onto the next level?
How does the game end?
What are the main rules of the game?



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## Screen planning.

Use the boxes below to design the main 'screens' within your game. *This is where you decide what your game will look like.*

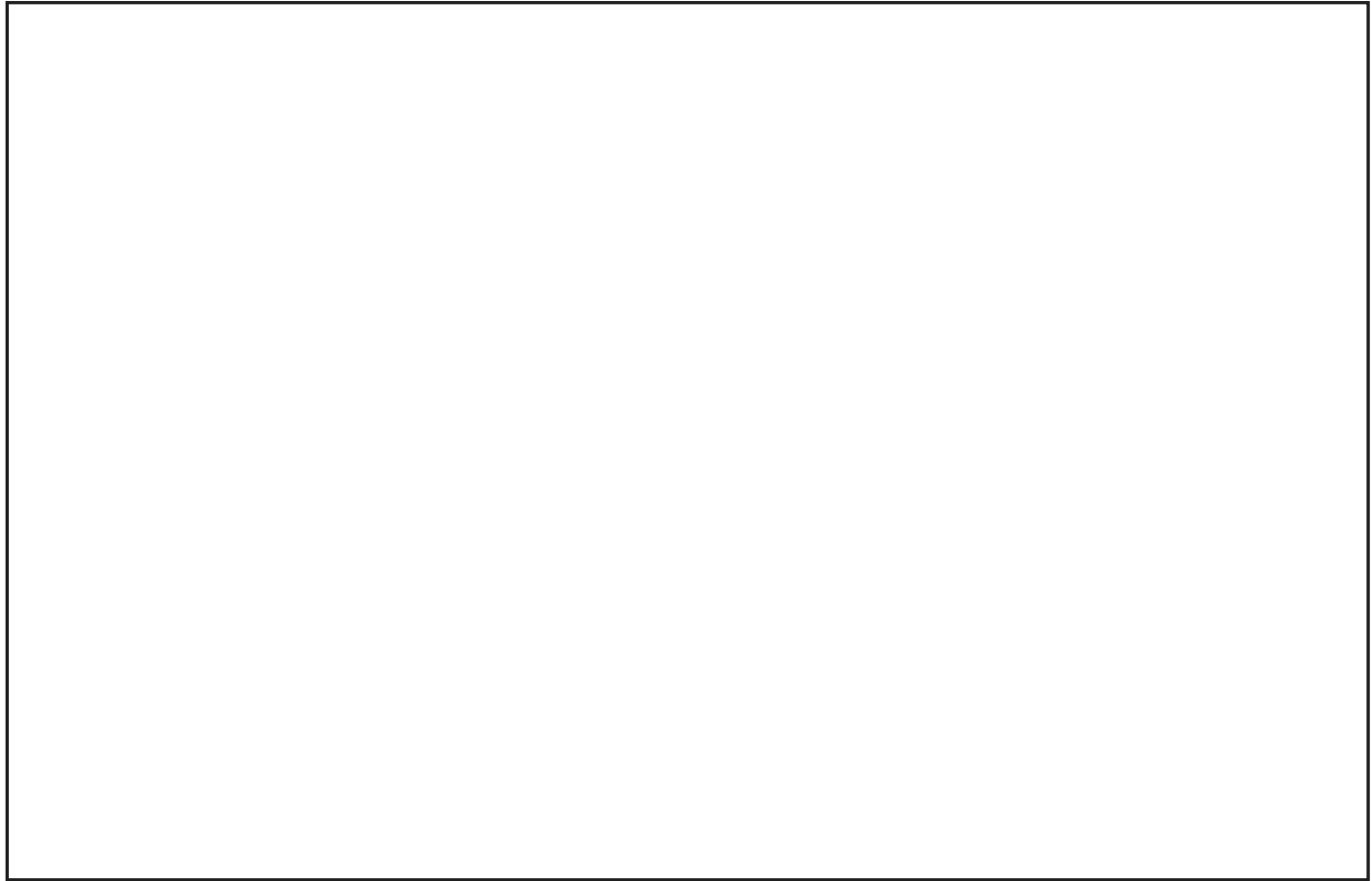
		
Describe it here...		
		
Describe it here...		



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## Interactions.

Draw what your game will look like on the screen.



Complete the table to show what would happen when you interact with your game.

Interactions / Events	
When / Condition	Do / Action

Top Tip: Imagine playing through the first minute of your game. What controls does the player use? What resulting actions are seen on screen?



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## Level progression chart.

Fill in the chart below to show how your game will progress. Think carefully about what might change or stay the same as the player plays your game. Why will the player want to continue to play your game at the end of each level? Enter your Game Elements in the left hand column and show how each one will progress.

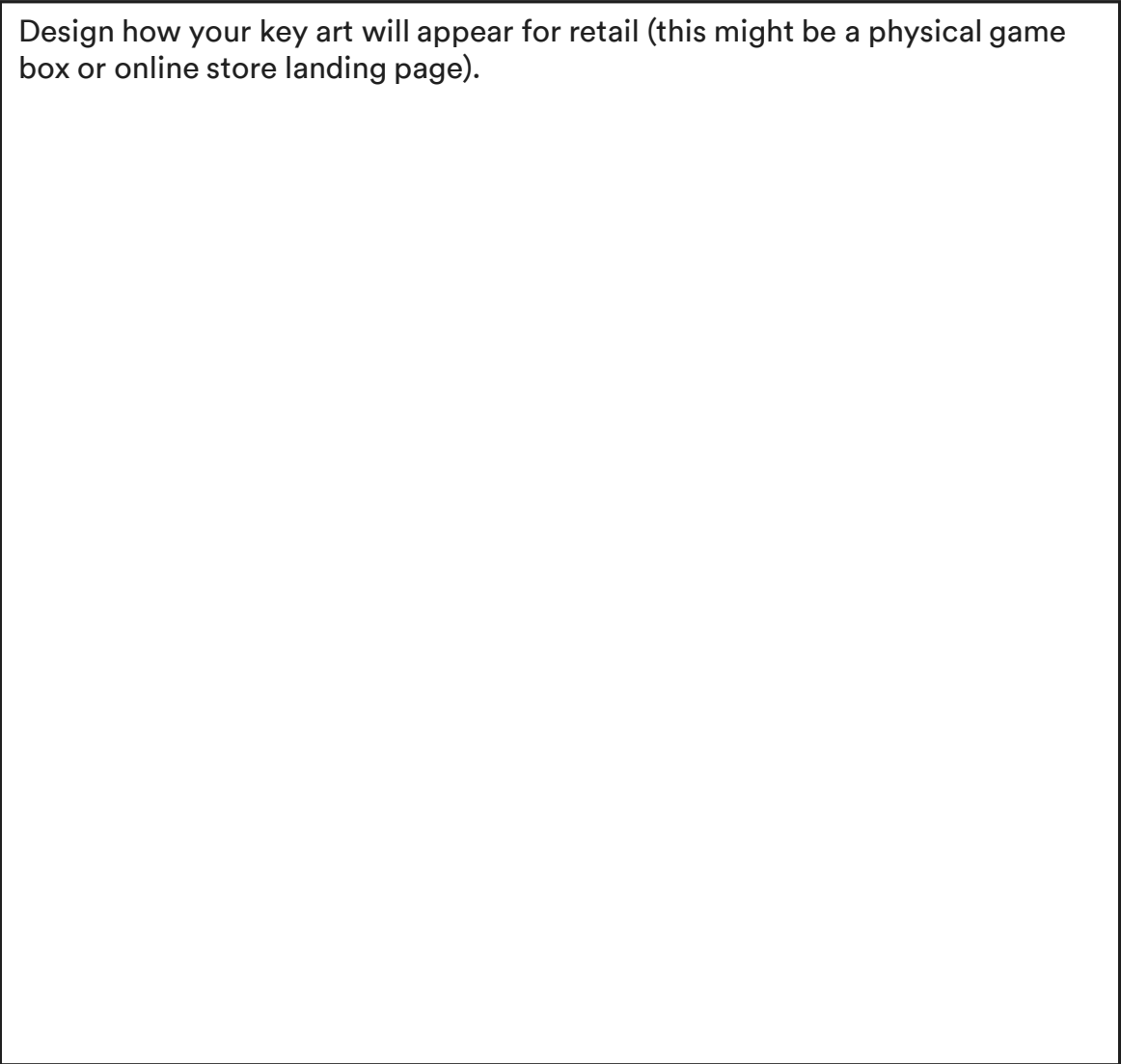
Game elements	Level 1	Level 2	Level 3	Level 4	Level 5



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## Key Art.

Design an online icon for your game to show how it would appear for an online store purchase or App download.



Top Tip: Think carefully about your branding, target audience and main game themes.



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## Play testing

Now it's time to test your game! Gather people to play your game, watch them play and fill in the table below.

Purpose of test (What are you trying to find out?):

Step	Test	Expected result	Actual result	Comments
1				
2				
3				
4				
5				

NB. If expected and actual results differ, then it might mean there is a bug to find in your game!

Top Tip: Ask players to provide a commentary (speak aloud) as they are playing your game.

