

GAME DESIGN CANVAS - A TOOL FOR RAPID GAME DESIGN PROTOTYPING

GAME TITLE			Platform	
Goal/Win Condition	Player Segment	Minimum Viable Prototype	Mechanics	Technology/Frameworks
			Camera/Controls/UI	Metric
Theme/Backstory/High Concept		Game Play		Setting / Level Design
<i>Game Concept</i>			<i>Player Experience</i>	

Technical Design (TD)

Experience Design (XD)



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