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

Technical Design (TD)

Theme/Backstory/High Concept

Game Play

Setting / Level Design

Experience Design (XD)

Game Concept

Player Experience