

GAME DESIGN CANVAS - A TOOL FOR RAPID GAME DESIGN PROTOTYPING

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

Technical Design (TD)

Experience Design (XD)

Game Concept

Player Experience



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Based on a work at <http://www.businessmodelgeneration.com>

