GAME JAM!

Game design team members: _____

_____

Name of the game: _____

Space – Where is the game played? _____

_____

Components – What do you need to play the game? _____

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_____

_____

Mechanics – What you do in the game? How do you play? _____

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_____

Constraints – What are the rules? _____

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Goal – How to you win? _____

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