**Name** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Working Title for Game** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**What genre will this be?** Possible ideas: fantasy / real world / sci-fi / horror / other

**What is the goal of the game? Common plots:** Treasure hunt / Escape / Kill a boss / Destroy a dangerous thing / Sneak into someplace and steal something (or some combination)

**What steps / puzzles does the player need to figure out to accomplish the end goal? Your game should have several puzzles to solve or tasks to carry out.**

**How does the player complete each of the tasks/puzzles you listed about. Use the verbs the player will have to type to accomplish these tasks.**

(If you’re stuck, ask us for help. We can give you some puzzle ideas)

**Watch the first two videos on the tutorials page, then create a map for your game using Trizbort (installed on your PC).**

**Once you have your map, watch the Lantern tutorials that seem relevant to what your game will require.**