



Mobo Game Jam: Paper Prototyping

Worksheets



These worksheets can be used to help you create a paper prototype for your Mobo Game Jam entry.



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Activity 1

Initial ideas.

Use the space below to mind-map and sketch detailed ideas for the characters and theme of your game.

Character(s)

Theme



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Activity 1

Initial ideas.

Use the space below to plan detailed ideas of how your game will work, including details about the platform and mechanics used in the game.

Platform / Controller

Mechanics

Top Tip: Mechanics are the rules that control how a player interacts with the game, for example players might take turns or the player can move around the game by jumping on platforms.



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Activity 2

Game design document.

Answer the questions below to help you write a game design document for your game – make sure you read the Mobo Game Jam brief carefully to ensure your game meets the criteria.



Name of your game	How do you win the game or move onto the next level?
Who is the audience of your game? (Who will play it?)	
What is the aim of the game, what is it about?	How does the game end?
Is there a main character to the game? What does it do?	What are the main rules of the game?



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Screen planning.

Use the boxes below to design the main 'screens' within your game. *This is where you decide what your game will look like.*

Describe it here...		
Describe it here...		



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Mechanics.

Complete the table to plan how players will interact with your game. Think about the controls that a player will need to use to interact with your game. For example, press the S key to move right. Include a labelled sketch showing any elements that are used in the events.

Events	
Condition	Action



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Activity 5

Mechanics: Flowcharts

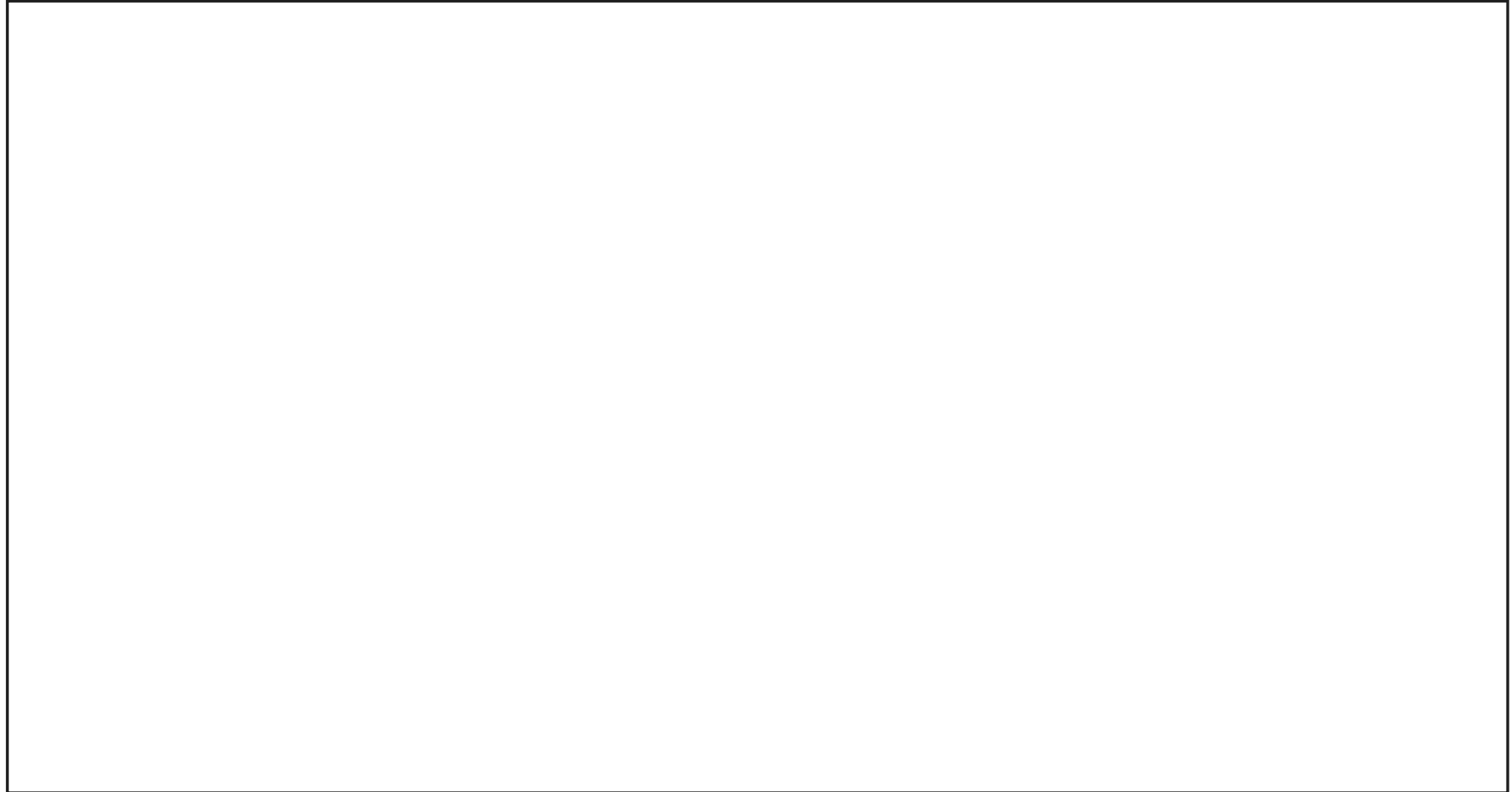
Use the following shapes to design a flowchart for each of your events:

Process

Start / End

Input /
Output

Condition



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Activity 6

Mechanics: Psuedocode

Write pseudocode for each of the events needed for your game mechanics. Remember, pseudocode isn't a formal language and can be written any way you want but it should describe how any code needed for the game will work so another programmer could use it to create your game.



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Level progression chart.

Plan how the difficulty of your game will increase as you move through the levels. Think about how each of your game elements will be changed or adapted to make the level harder than the previous one. For example, in early levels there is no fire between platforms but in later levels this element is added to increase the difficulty level when jumping between platforms.

Game elements	Level 1	Level 2	Level 3	Level 4	Level 5

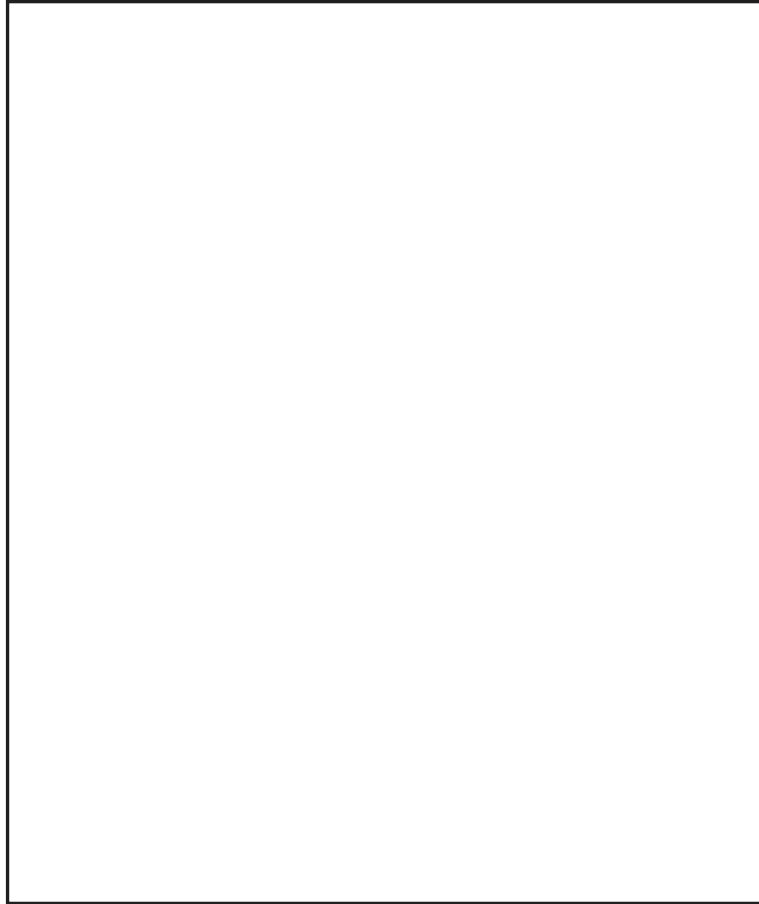


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Activity 8

Key Art.

Design an app icon that would represent your game if it was saved on a mobile phone or PC.



What would the packaging for your game look like if it was being sold in a shop?

